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- Henrietta's Book of Spells
- Popeye Wrestle Demo
- Blok Load - Utility
- Pokemania

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- 10 Icon Grafix Fonts
- Blava Demo
- Starship Quest Part 3
- Hacks Amazing

10

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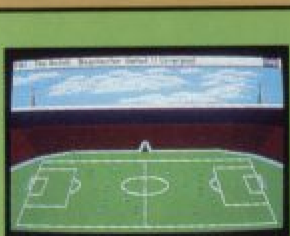
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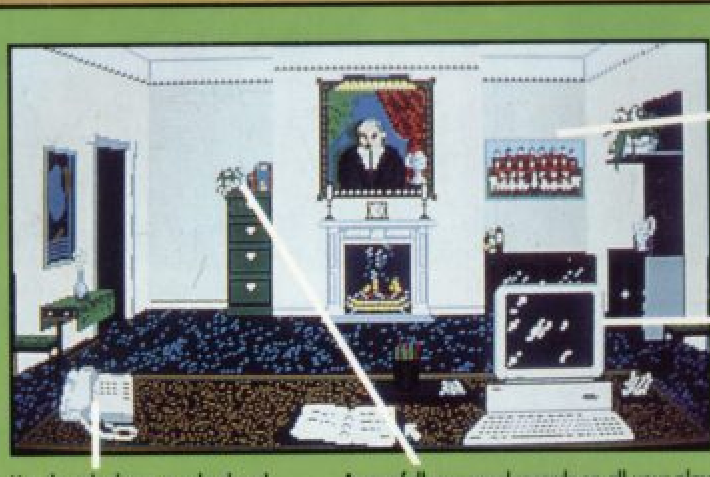


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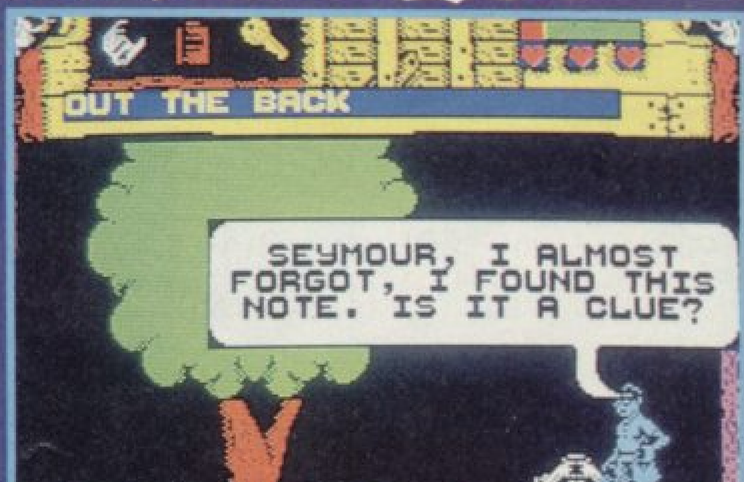
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SOFTWARE

HOORAH!!! There's no difficult Password on the Great 8 this month!!!

Last Month's Password Was: DECODE.



EDITOR: Alan 'Paint Psycho' Dykes - DESIGN: Yvette 'Easel' Nichols - SU CREW: Graham 'Brush' Mason, Steve 'Palette Knife' Keen, Pete 'Water Colour' Gerrard, Garth 'Silk Screen' Sumpter, Marc 'Detail' Richards, Gaz 'Squaddie' Harrod - AD MANAGER: Tina 'Broad stroke' Zanelli - Ad Production: Tina 'Potty' Gynn - MR. MARKETING: Mark '18th Century' Swallow - MARKETING LADIES: Sarah 'Madonna' Hilliard, Sarah 'Impressionist' Ewing - PUBLISHER: Mike 'Modernist' Frey - MANAGING DIRECTOR: Terry 'Old Maste' Pratt - © 1992 Emap Images Ltd. Part of EMAP PLC - TEL: (071) 972 6700 - FAX: (071) 972 6701 - SU Priory Court, 30 - 32 Farringdon Lane, London EC1R 3AU - Colour By Colourtech - Printed By Kingfisher - Typeset By Altyp inc. - Subs: (0733) 898 100 - Back Issues: (0858) 410 510 - Absolutely no part of this publication may be reproduced, stored in an electronic retrieval system or copied without the express written permission of the publisher. So there! And believe me, this Mike Frey guy is a really nasty bit of work so watch out. Many thanks to Messrs. Hals, Gogh, Holbien, Da Vinci and Dobson. Please don't turn in your graves as it's only a joke, honest. Many thanks to Rudi who came all the way from Solvakia to show us the Blava demo. Always wear your head in the right place and keep your toes warm.

THE GREAT 8

BLOK LOAD

LOAD IN 48K MODE (SEE LOADING INSTRUCTIONS BELOW)

FOR USE WITH MULTIFACES 48 & 128 - NOT MULTIFACE 3

Blok Load is a Multiface resident program. It will work with any model that meets these requirements:

1) It has a "Programmable Jump" facility.

2) It uses ports 159 and 31 to page the Multiface ROM in and out respectively.

3) It is not a Multiface 3!

In addition M48 users might find it useful to have an ON/OFF switch installed, if their Multiface doesn't already have one. You should contact Romantic Robot for details on this matter.

Blok Load can back-up any 48K program, but not 128K ones. Any program can be backed-up, at either the normal Spectrum speed or at one of ten turbo speeds available.

Both M48 and M128 owners will be able to use a toolkit in order to PEEK and POKE the computer memory.

For M48 owners only, an option to save the screen is included. All resulting copies reload independently of both the utility and the Multiface. The screen image remains intact, with a mere 100 bytes of the middle section spoiled.

WHY USE BLOK LOAD INSTEAD OF THE NORMAL MULTIFACE OPERATION?

The main feature of Blok Load is its sophisticated loading system. Many Spectrum owners actually hate fast loading programs because of the loading problems, sudden crashes etc. that are caused.

Upon saving the back-up, the memory contents are compressed and sliced into blocks of 1 kilobyte each. Upon reloading, the user is informed of the number of the block that is currently loading, and any errors are detected by the loader.

If an error occurs, the user is requested to reload the specific block that was misloaded, and only that one. After the blocks (a maximum of 39 blocks at any speed, or a topmost of 40 blocks at normal speed) comes the screen image. The program will take an average of 2 seconds to decompress, and a final block of code (1280 bytes) will follow.

These two blocks of code are always saved at normal speed, and thus a checking for error is neither necessary, nor performed. Blok Load provides the user with a reliably-loading tape back-up, that leaves a very small part of the screen corrupted.

HOW TO USE BLOK LOAD

A) INSTALLING BLOK LOAD. Follow these steps:

1. You must have a Multiface fitted. Blok Load cannot work on its own.

2. Reset your computer and switch Multiface ON.

3. Load Blok Load. If you own a 128K Spectrum, get into 48 Basic and load from there. Do not use the Tape Loader.

4. Blok Load will install itself in the Multiface RAM and a soft reset will be performed (ie. USR 0).

5. Now you can load the program that is to be backed-up.

If this program is a Multifaced copy, M48 owners should switch the Multiface OFF and re-enable it after the program has loaded. Otherwise, Blok Load will be corrupted. Note that M128 owners will not face this problem at all, as the Blok Load will lock itself off.

6. At the desired point, press the Multiface button.

B) THE MAIN OPTIONS:

You will be confronted by Blok Load's main menu. Select one of the three options available by pressing the highlighted key: [S]ave, [R]eturn, [P]oke.

C) THEIR FUNCTIONS:

(a) RETURN. By pressing the [R] key, you'll return to the program you stopped. No part of it will be corrupted in any way.

(b) POKE. The [P]oke option offers you a mini-toolkit, so that POKEing and PEEKing of memory locations is possible.

Enter the address number (0-65535) that you want to POKE/PEEK. Of course, POKEing is only possible in the area from 16384 to 65535. The contents of the selected address will be displayed. At this point, the following options are available:

1. Press SPACE to select a new address.

2. Use the left/right arrows to move back/forth one memory location or the up/down arrows to move back/forth eight memory locations.

3. Press the [Q] key to return to the main menu.

4. Press any other key first, then enter a new value for the selected address. If you enter an invalid address (ie. number 255) it will not be accepted. Instead, the current value will be displayed again. At this point (ie. after a valid or invalid entry) you can use the ACE, cursors or [Q] keys.

(c) SAVE. Having selected the [S]ave option, what appears next depends on the version of your Multiface.

Thus, M48 users will be asked to select from [P]rogram and [S]creen-saving, whilst for M128 users, Blok Load will assume that Program saving was intended and so this menu will not appear at all. This is due to memory limitations.

Next comes up a prompt: " filename ".

Up to ten normal, CAPS-shifted or SYMBOL-shifted characters can be use to form the filename. The and CAPSLOCK keys are functional. You must enter a name. on its own will not be accepted.

After this, a menu "[A]bort, [P]roceed" will appear. By [A]borting, you'll return to the main menu.

By [P]roceeding, you'll be asked to "start tape, then press any key" if your choice (M48 users only) had been to save the screen. Otherwise, a new prompt will appear: "Keys: -0 Turbo, Normal".

Press the [N] key to select the normal Spectrum speed (1500 baud). Also ten turbo speeds are available, from 1800 to 4500 baud (ie. from 1.2 to 3 times the normal speed) in steps of 300 baud. To calculate the speed, use this formula: SPEED = 1500 + (key * 300), where the variable "key" is the number you press. Key [0] has a value of 10.

At the press of the button the program will be compressed. In very rare cases, if the selected speed was turbo and the program was compressed to 40 blocks, a message will be displayed that informs the user of the event and prompts him to select normal speed. If this is the case, press a key to return to the main menu.

Out of a total of 1400 games tested so far, only two (Flunky, Druid II) were compressed to 40 blocks. (Remember, use 48K games only!).

The actual saving will then begin, and the number of blocks remaining will be updated and displayed. The screen image is the next block to be saved, and after a small pause, a last bit of code is saved. You can abort the whole procedure at any time by pressing AK.

NOTES:

Never press the reset button when Blok Load is working. First, you must return to the program you stopped. ALso, when examining Multifaced copies, ensure that the hardware or software switch of your Multiface is set to OFF. If you wish to remove the Blok Load program from the MF's memory without unplugging the computer, return to the program you stopped and press the MF's red button together with the [CAPS SHIFT] and [SPACE] keys. If you own a M48 you should, in addition, use the toolkit to POKE address 8195 with 0, then return.

POPEYE DEMO



Load In 48K Mode

How would you like to beat the Editor of your fave Speccy mag in a game of wrestling? Well here's your chance, 'cos Big Al's up against Popeye in an SU exclusive Popeye 3 level. In the meantime there's also a screenshot demo look at Alternative's new Popeye wrestle game to help you decide how good it is.

Popeye 3, previewed last month is a good looking wrestling game with five levels. However with this demo SU readers get an exclusive chance to increase the number of levels to six - by loading in the extra level on the Great 8 tape. When you load the Popeye Demo on the Great 8 you will get a screen view option and a file option. Pick the screen view option first and get an on-screen taster of what the game is going to look like - complete with Big Al' character! Then if you decide it's right for you (we'll be reviewing it next month) and you buy the game, you can load in an extra level using the SU Great 8 file and try to kick the living daylights out of Al' - if you dare. This level loads up in exactly the same manner as the game's normal levels.

HACKS AMAZING

Load In 48K Mode

More amazing tips, hacks and multiface pokes from the Manic Hacker. He doesn't hold back, this man, so load up and enjoy - games playing was never made so easy.

POKEMANIA

Load in 48K Mode

It's Turbo Mason again with his very own brand of load in POKEs. You select the poke you want then load in your game and Hey Presto! Everything is made ten times easier. You know the routine by now anyway, so get to it before Garthy, our new hackster, finds you slacking.

HENRIETTA'S BOOK OF SPELLS

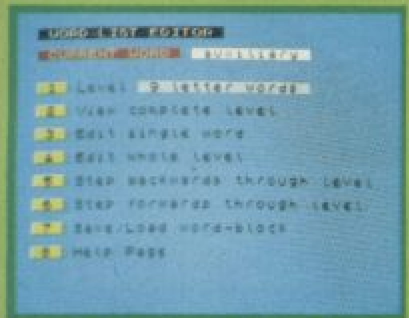


Fig.1 The Word List Editor; This allows you to edit the entire program, changing difficulty to between 5 and nine letter words, view the level Etc.



Fig.2 Solve the jumble of words



Fig.3 Hangman. Pick a letter, but you may lose if it's wrong.

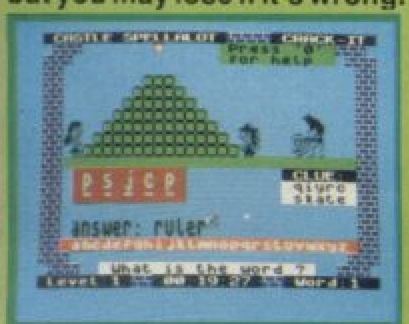


Fig.4 Solve the coded word.

Load In 48K Mode

Henrietta's Book Of Spells (8 to 14+) is a fun educational game that all the family can participate in. It's very easy to use, with five different competitions to complete and a variety of expertise levels which you can set through easy to use menus. The games use words of five letters on easy mode and nine letters on difficult mode and nclude a 'completing words test', guessing words in a game of 'hang man', simple code breaking, anagrams and memory tests.

Controls:

Henrietta's Book Of Spells is keyboard controlled. When you start the game enter your name, which is then included in the high score table. All controls are clearly marked by numbers and letters.

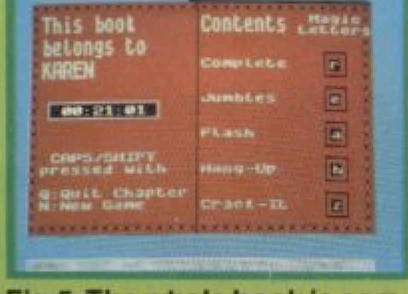
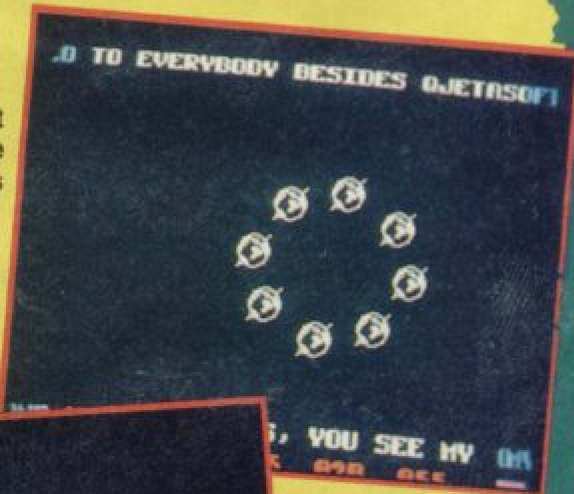


Fig.5 The whole book is completed in 21 minutes. Not bad. But not good enough!

BLAVA DEMO

Load In 128K Mode



All the way from Bratislava in Slovakia the Blava Demo features wicked sounds and groovy graphics as well as a message from our eastern European friends. Everyone say hello to Rudi The



Cool, one of the programming partners who brought us this little gem. Follow the on screen instructions (mainly in English) and use the space bar to change the shape of the rotating planets.

STARSHIP QUEST PART 3

Load In 48K Mode

How did you get on last month among the natives? Did you make a point? How sharp were you? Did you spare them? Did your sandals come in handy? Enough hints on Starship Quest Part 2. Now the real test comes as you try to complete the trilogy. Don't worry though, If you're really having trouble we'll print some help next month.

DON'T FORGET: You must load in your saved position from the end of Starship Quest Part 2 to play this part. Good luck!

Controls:

Simply type in your heart's desire and the computer will tell you if it's right. There is a load/save option available at all times.

THE GREAT 8

ICON GRAPHIX FONTS



Load Using Load/Save Option On Icon Graphics Main Menu

Ah-hah! Have you been wondering how to put normal text onto your Icon Graphix creations? Have you wondered what the features on Menu Page 2 do? Well, on this month's Great 8, we've supplied you with the ten Icon Graphix fonts for use with the utility. Menu Page 2 is the Fonts menu, and also has several other icons and functions which do various other wondrous things to your drawing screen. Let's take a look...

MENU PAGE 2

Pressing PAGE 1 when in normal drawing mode will bring up Menu Page 2 with a whole new set of option boxes along the bottom:

1) FONTS AND TYPING MODE

You can add text to your artwork in any of ten load-in fonts (loaded with the LOAD/SAVE option from Menu Page 1). They are in this sequential order on your SU Great 8 game tape:

CLEOPATRA (Symbols and logos, large size)
DOROTHY (Thin, dot-matrix, large size)
EMMA (Thin, clear, large size)
FUCHSIA (Thick, Roman, large size)
JANICE (Thin, tall, scrawly, medium size)
JUDITH (Thinner version of EMMA)
MISS JONES (Thinner, smaller version of FUCHSIA)
PLAIN JANE (Smaller version of EMMA)
SIOBHAN (Egyptian style, thick, large size)
SIOUXSIE (Very thin, squashed, Greek style, medium size)

Yes, okay, they're pretty naff names and not at all like your usual font titles, but hey! Wait 'til you see 'em! They really are amazing! The five icons on this menu are:

a) TYPE - Enters TYPING mode. You must already have a font loaded into memory before using this option. Press again to exit this mode.

b) FONT INDICATOR - Displays a character from the font in memory so that you know which one you're using. Only works when you're in TYPING mode.

c) BOLD - Thickens the present font to make it bolder. Press again to return to normal thickness.

d) OUTLINE - Outlines the current font. Press again to return to normal. Can be used in conjunction with BOLD giving you the following permutations: Normal, Normal Outline, Bold and Bold Outline.

e) FIX - Fixes text in position on design before starting a new bit of text elsewhere.

Here is the complete procedure for adding text to a drawing:

Fig.a) Load desired font.

Fig.b) Enter TYPING mode.

Fig.c) If you heart so desires, you can change the font style with BOLD and OUTLINE.

Fig.d) ACTIVATE cursor at position on design you wish text to start. Cursor changes to a vertical bar.

Fig.e) Type in your text. Use DELETE key to erase mistaken characters and enter to start a new line. CAPS SHIFT key allows you to type in upper case. Automatic carriage return.

Fig.f) When finished, press EDIT key to return to normal cursor control.

Fig.g) If you then wish to continue typing where you left off, pressing ACTIVATE on the drawing screen will return your typing cursor bar to its last position. OR...

Fig.h) If, however, you wish to start typing at a different point on the screen, press the FIX icon to fix the typing that you last did into position. Then, go to d).

Fig.i) Once you've finished with TEXT mode, press the TYPE box again to return to normal mode.

FIGURE A



FIGURE B



FIGURE C



FIGURE D



FIGURE E



FIGURE F



FIGURE G



FIGURE H

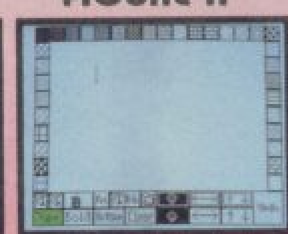


FIGURE I



2) INVERT WINDOW -

This inverts everything in your drawing area (black becomes white and vice versa).

3) FLIP WINDOW HORIZONTALLY -

Flips the drawing window over horizontally.

4) FLIP WINDOW VERTICALLY -

A vertical flipping version of no. 3.

5) INVERT DRAWING -

Same as 2 (above) except it inverts the WHOLE drawing including the parts that are obscured by the menu boxes.

6) FLIP DRAWING HORIZONTALLY -

As 2 (above) but flips the WHOLE drawing.

7) FLIP DRAWING VERTICALLY -

As 3 (above) but flips the WHOLE drawing.

8) CLEAR -

Clears drawing window completely.

9) UNDO -

UNDOes effects of 3, 4 and 1a (above).

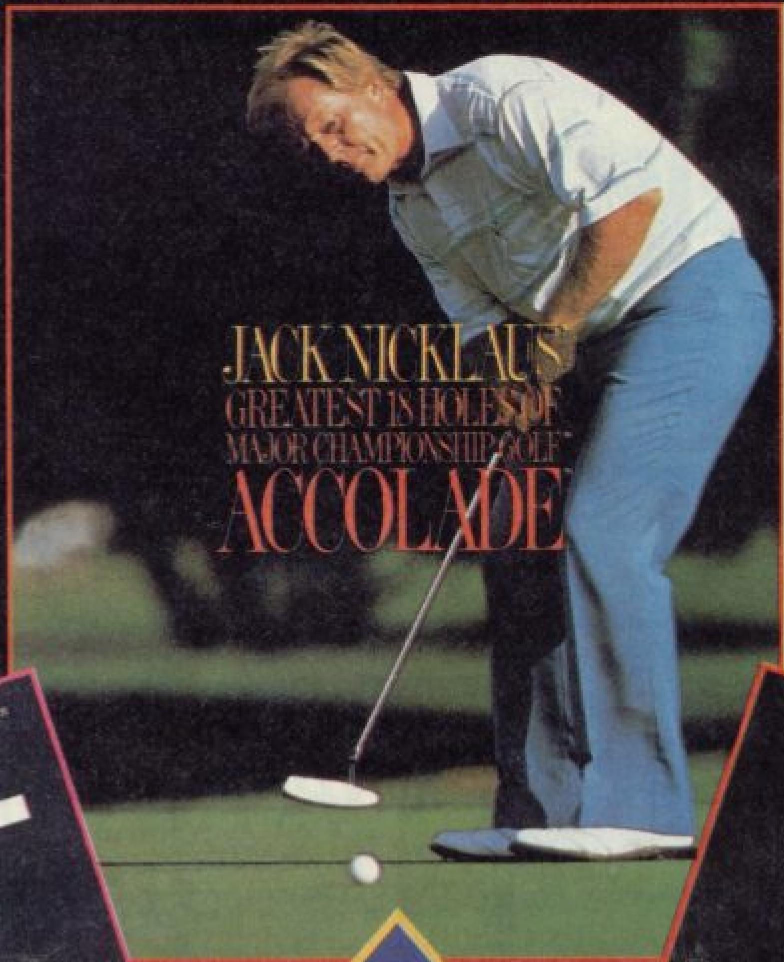
10) HIDE -

Removes menu box to show the WHOLE picture in colour.

So hup hoopla and hip hooray, now you can add lovely text to your illustrations. Check out the Icon Graphix tutorial in the centre pages for full instructions on logo drawing and getting the best out of your program. Next month we'll take you, step by step, through combining and using all the functions.

AIM ONLY FOR THE TOP

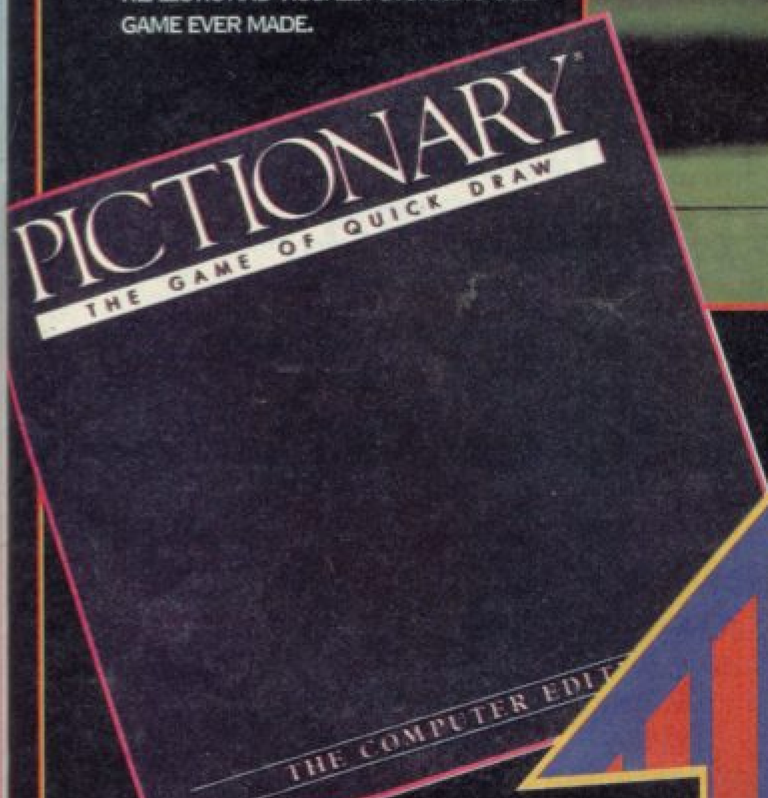


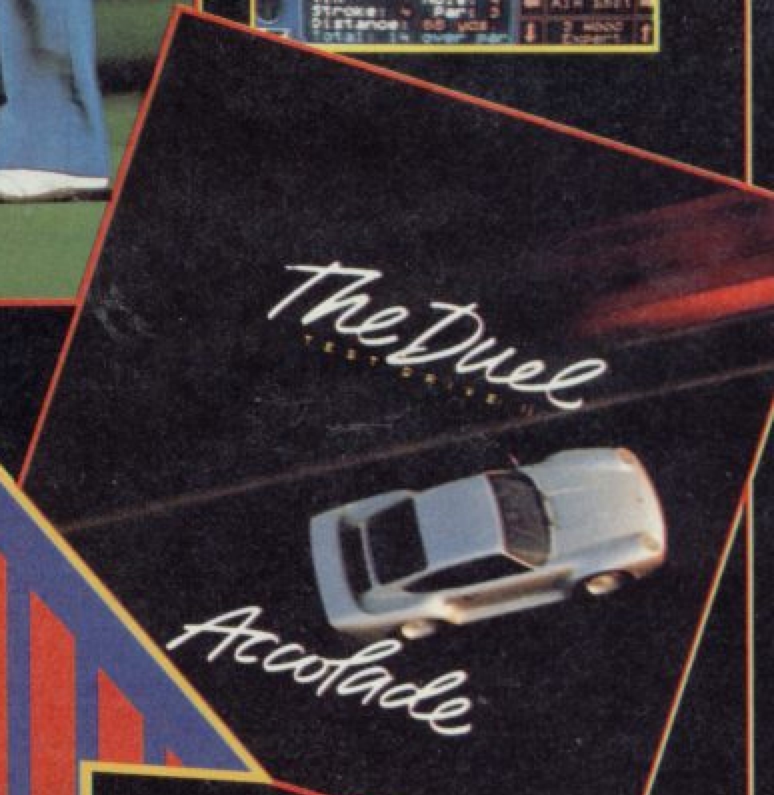






TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS.
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UPfront

SAM-TEK RESCUE BECKONS

Last month's report on the SAM does not (as some people have taken it) mean that it's curtains for the Coupe. In fact it could mean exactly the opposite. If a suitable suitor is found to continue marketing the machine and developing software for it is likely to remain on the scene for some time to come. Anyone with problems, requiring information on their SAM Coupe or wishing to offer support should get in contact with SAM Technology - mentioned



last month as the still strong technical wing of the company on (0792) 797 770. Format Publications, long time supporters of the SAM say they are very hopeful of finding someone in the near future to take the SAM up to a sales level at which it will survive in the long term. The technology and software is there all it needs is the user base. However there is still very little major software house interest in the machine, so only time will tell.

HOBBIT HOBBLING TO UK

The Hobbit, first revealed in its current form right here in SU is having some problems getting into the UK. The 'Super 48K Spectrum' is distributed here by ADB Russian Services who have themselves changed address (see below). However sources in Russia and at the distributors say there is no cause for worry at this stage. Things often take time in the former Soviet Union and the machine



should still be available well before Christmas. As soon as sufficient quantities are available ADB Russian Services hope to enlist computer shops nationwide to sell and repair the machine. ADB Russian Services can be contacted at 17 Stortford Road, Great Dunmow, Essex CM6 1DA. Phone (0371) 876 340. Any cheques already sent will not be cashed until machines are ready to be sent out but it's safer to write and find out more about the machine and when it's due for delivery before you commit any money to it.

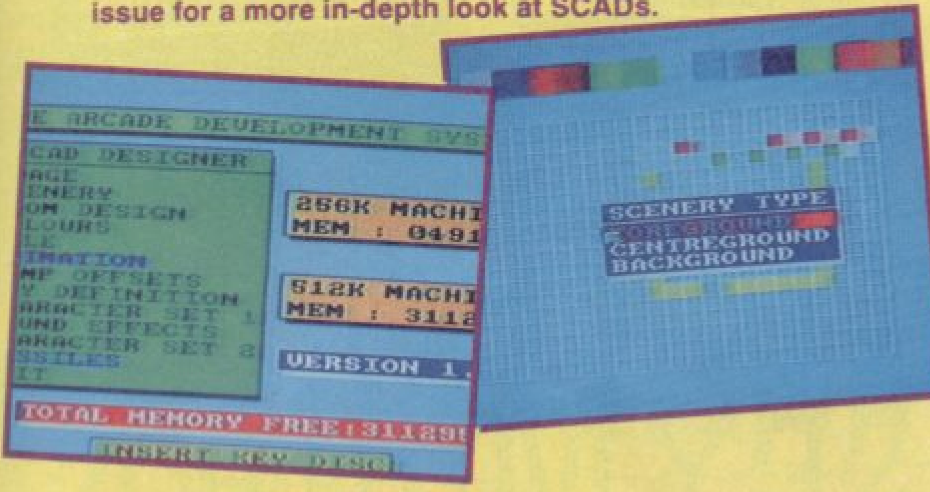
SAM ARCADE PACKAGE SHOOTS INTO LIMELIGHT

We've told you before that anything really interesting on the SAM will be covered in SU and by golly we've got something! An arcade development package that's been two years in the making is finally being launched. It's produced by a Cleveland based company GlenCo and comes supplied with disk and in depth (OK - Massive) manual. Known as SCADs (Sam Coupe Arcade Development system), a name truly worthy of the US Airforce. It allows you to develop arcade games in the comfort of your own hobby room, bedroom or living room.

The instruction manual is very logically laid out and easy to understand and follow, despite its size, and the program itself is likewise (even Big Al' can grasp the idea!)



This means that even the most inexperienced programmer, or someone with no programming experience at all will find the package a dream to use. See next month's issue for a more in-depth look at SCADs.



UPfront

Tech didn't manage to get very many into the shops before their demise. It fits in perfectly with Codies' traditional animal and animated vegetable games and you'd never know, we might even see a Turbo 2 coming soon. Hurrah for Codies.

Dizzy Company Goes Turbo as Tech Topples

The bad news for cartoon licence freaks is that past masters of the genre Hi Tech have said bye bye to the software world - for now at least. The producers of games such as Potsworth and Co., Hi Tech had been in business for three years but unfortunately things got the better of them of late and they've had to pack up shop in Sheffield.

The good news is that one of their more popular recent titles Turbo The Tortoise has been bought up by Code Masters who will be releasing it under their own label as Hi





WINNERS

More Dizzy winners! This lot were judged the best of the Seymour Caption Comp - Next Month August, entries. They cracked us up, especially the winner - H. Marks of Llanelli (pronounced chlannethchlee), Dyfed in Wales. Mr. Marks, a sackload of Dizzy stuff is on it's way out to you. The runners up each recieve a Dizzy mug.

CAN'T WAIT TO TELL ME MUM- I'VE ACTUALLY MET ELVIS

The Winner - Sleeping with Elvis.

AL... YOU REALLY SHOULD HAVE A BATH

Al didn't like this one but everyone else did! Mike Carter from Nottingham is in big trouble if Big Al ever meets him

OK! OK! YOU CAN HAVE THE HOT WATER BOTTLE AND THE PILLOW AND THE BLANKET JUST KEEP TO YOUR SIDE OF THE BED

Angie Cox of Yeovil in Somerset has obviously met some monsters before!

YES DEAR, I THINK YOUR AVOCADO FACE PACKS ARE HAVING AN EFFECT

Mud pack problems from Billy Fay, Accrinton, Lancashire.

YOUR NAME'S NOT DAVID MELLOR BY ANY CHANCE IS IT?

Well, this is a bit political isn't it! Mark Horne, Kincardineshire, Scotland.

SU CREW







Yvette Nichols, everyone's fave designer had a brainwave a few weeks ago after getting stuck into SU's mega Icon Graphix: Forget about designing the World's best Spectrum mag, how about making some extra money by impersonating some of history's great artists! Unfortunately she didn't have the same people to paint so the good old SU Crew filled in for a few of the more famous mugs on the walls of history.

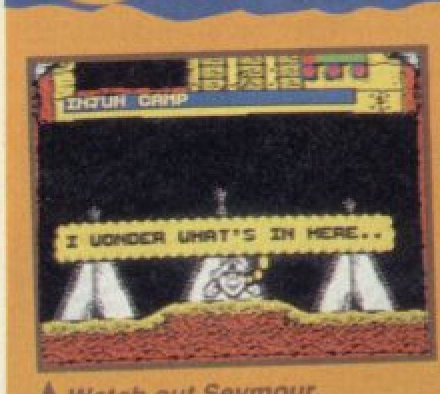
THE LAUGHING BIG AL'
Notice the fine brush strokes on this work, done by Nichols in the early hours of Sunday morning after a night out on the town and more than a few Steinlagers. The insensitive way the light bounces off Big Al's teeth is testimony to the broken tube in Yvette's overhead lamp while the jacket took 'absolutely hours' to paint. Notice the way she combines old world elegance with new world thuggery in a celebration of the transience of true art.

THE CAVALIER SUMPTER
The ability of Nichols to embrace a whole subject, yet capture a single moment in time is amply illustrated by this fine work, completed late Tuesday afternoon over a celery and vegemite sandwich. Not a person to stay in one position for too long, her subject, Garth, had to be tied up and tickled by Tina until Yvette had completed all of her preliminary sketches. The sparsely daubed paint reflects the fact that the art supply shop was shut at the time.

ZANELLI THE EIGHTH
Nichols turned to the sixteenth century for inspiration on this fine piece, depicting Tina in a Henry the eighth outfit, trying to look as silly as she can while recording one of the most serious monarchs in English history. The simpler, flatter tones in this work belie the fact that Yvette was very tired while painting it as it was very late and Al' had been telling her terrible jokes all day.

DR. STEVE 'GACHET' KEEN
A much more up to date work, Dr. Steve 'Gachet' Keen represents a post impressionist phase in Yvette's week, being painted on the morning after she does her patented Rolf Harris impressions in the local Kiwi club. The strokes are so strong because Yvette was buttering her toast at the time and decided to use her knife to apply the paint in time honoured fashion. This is amply illustrated by close examination of Steve' mouth which is completely jammed with toast.

MONA NICHOLS
This self portrait, 'Mona Nicholls' is not really very good. It doesn't have either the smile or the delicate, wisping paintwork on the face of the original. Not surprising as it was done from a Polaroid (Big Al's banned mirrors from the office so that Steve can't brush his hair all day). All of these works will be going up for private auction on the 13 of September 1992. Emap is expected to purchase them for the Tower's lobby.



▲ Watch out Seymour.



▲ Them's thar...



SEYMOUR'S

Remember the Alamo? Well it's about time someone made a decent attempt at a cowboy movie on the Spectrum. It's certainly well besieged with all other types of game. OK we've had progs like Spaghetti Western before but none have ever concentrated on the problems that people like Sergio Leone and Sam Peckinpath had putting these movies together.

Get off your horse and drink your milk! Ah yes, John Wayne, probably the most famous cowboy of them all. Well Code Masters are back into simulator mode again (almost) without John Wayne, in a series of westerns starring their very own lovable lump of lard, Seymour. Unfortunately this actually makes him a cow-potato but nonetheless it's an admirable effort. Yee haw, rustle me up a mess o' beans thar Seymour.



Ed Laurence

I don't really like this sort of game, see I'm much more of an arcade person. But, well, you have to hand it to Codies. They produce all sorts of daffy but dapper products and though Seymour's Wild West takes a while to build up steam the humourous interaction and not too difficult puzzles will make you want to go on and on.

GAME: Seymour's Wild West
LABEL: Code Masters
MEMORY: 48K/128K
TAPE



Seymour, Codies and Big Red have been given the task of gittin' to the old west and rustlin' up a remake of some western B-movies. Unfortunately though an evil, stinkin' Mexican bandito doesn't want them to succeed (he probably works for the Mexican film board) and has laid all sorts of traps to prevent them from galloping along on their merry cinematic way.

It all starts off at Codie's headquarters in Leamington Spa where disasters abound; scripts have been stolen, safes have been blown up and Richard 'Crash' Eddy's pants have been lopped off at the knee for the first time since he was a boy scout!



Ah, a lovely English bus.

WHAT OR WHO IS SEYMOUR?

Although he's always been known as a spud-head here at SU, recent controversy over the identity of Seymour, in the light of several new games featuring him, has led to riotous behaviour in SU Towers. Steve Keen claims to have a document stating that Seymour is a slug, while Garth claims to have a taped conversation between Big Red, Seymour's programmers and Richard Eddy, Seymour's chef, hacked off a mobile phone, claiming that he is a 'lovable lard ball'.

Even more bizarre is Big Al's contention that he is in fact a combination of 'lovable lard ball' and potato - a Gnocci (for those who are not Italian this is pronounced nyockie). These are usually covered in tomato sauce though, so nobody really believes him.

WILD WEST ADVENTURE

Adventure
£3.99



SU SILVER



At last, the movie's on the road.



Heey Blondee... be mucho careful amigo.



After much searching and anguish Seymour finds the missing movie script.

As usual Seymour is lumbered with solving the world's problems but once the script has been found, along with the rest of the missing movie gear he and his buddies can finally go to the United States and begin their perilous journey to the wild west, by train, wagon and on foot. There Seymour gets into all sorts of bother as he attempts to make his name as a western star. Luckily there are plenty of objects littered along his path, some hidden, some obvious (though their uses may not be at first) and these allow him to solve problems, circumvent difficult situations and generally get on with the show.

Like Seymour Goes To Hollywood, the basis of this game is a treasure hunt, picking up objects and helpful hints and tips as you go along. This is all done in a superbly humourous way with plenty of funny dialogue and loads of characters for our well peeled sleuth to meet.

There are five levels to go through to reach the end of Seymour's quest. The first two are simple enough and not really too absorbing but from level three onwards you will be thoroughly entertained as you try to get the little guy on the right track again.

As usual the quality of graphics is excellent, the only problem seemed to be jerky control, though this varied with different joysticks and was moderately good on keyboard. One useful thing to remember about Seymour is that he can jump on clouds and trees without immediately falling through them, I forgot this and had no end of trouble until I rediscovered it. Avoid water and unfriendly looking objects and animals, they drain a lot of life.

With colourful cartoon style graphics and humourous interactive speech bubbles, Wild West Seymour is funnier than a fake arrow through the head and well worth a bash. But remember... always die with your boots on!

scores

GRAPHICS	81
SOUND	72
PLAYABILITY	85
LASTABILITY	87

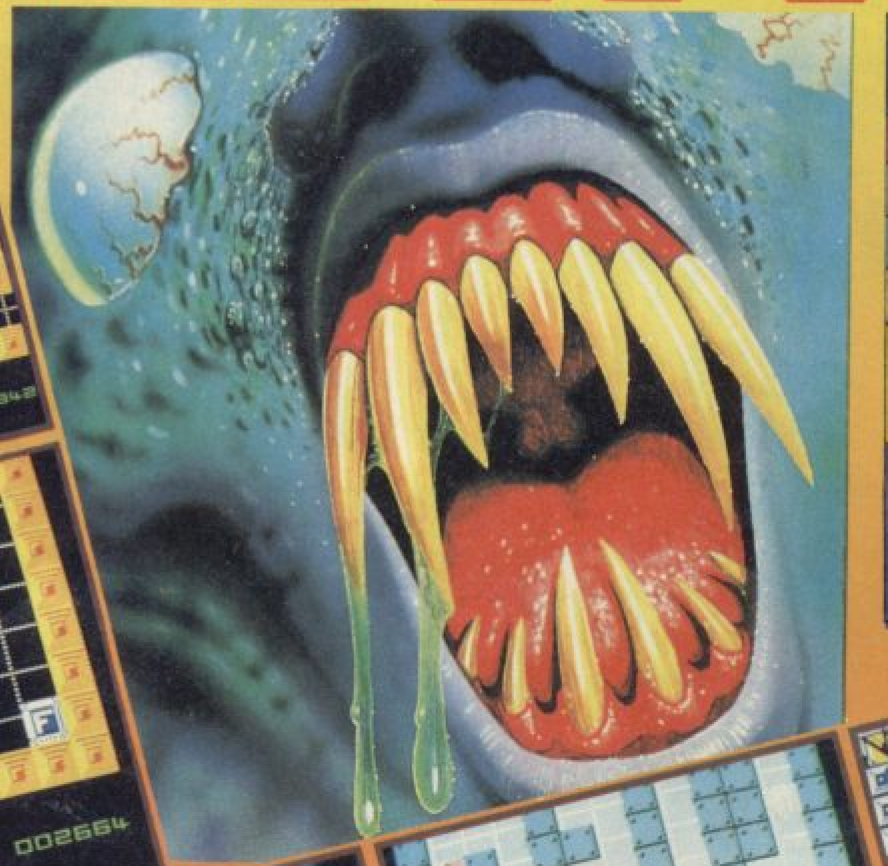
OVERALL 86%
Big Al Dykes

Codies have done it again with a cute character and a crazy storyline. This Seymour outing is actually funnier and more accessible than his previous visit to movie stardom in Hollywood. I have to say I prefer Seymour to Dizzy (aggh - screams of woe from the faithful). Some of the screwball ideas Codies come up with for him should have had the entire company locked away in a loony bin ages ago. Boys, you gonna play this game or whistle Dixie?

HIDEOUS

Nuclear power. A touchy subject, isn't it? Who remembers the Chernobyl disaster? Is it true that all the chickens in the area now have three legs, which grow back everytime one is eaten? Can nuclear radiation really cause people to look like American TV presenters?

GAME: Hideous
LABEL: Alternative
MEMORY: 48K/128K
TAPE: £3.99



scores	
GRAPHICS	81
SOUND	41
PLAYABILITY	82
LASTABILITY	75

OVERALL 73%
Big Al Dykes

Hideous will keep you going for a while, but the novelty will soon wear off. Nevertheless, for four pounds it still stands as good value, and is worth checking out if you feel like a blast from the past.





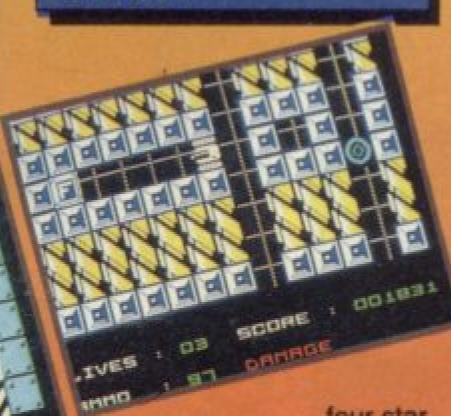
▲ Time to Check what's on the computer.



Aggh! Gigantic lasers of doom. ►



▲ Get some ammo from the 'A' icon.



Alternative would make it seem that way, with their new game Hideous. Those top scientist bods are just too clever for their own good. Now they've invented a whole new form of nuclear radiation so strong that it has leaked out of its production plant and caused all the local (and some not so local) underground organisms to become, well, hideous. And rather deadly, too. Apparently Des O'Connor lives near this plant too.

The only way to stop more animals mutating is to get down to that reactor and block it up with lead bricks, hopefully stopping the rays from escaping. And that's your job, Mr. Guinea Pig.

There are four levels, each comprising of 30 glorious technicolour screens (five screens by six). On each level there is a nuclear reactor. There are also eight lead blocks. So get into your tank, locate the reactor and go searching for the mutant-preventing metal.

On each progressing maze level, there are more and more mutants per screen for you deal with (ie. shoot), and on the last level they even shoot back. So, the game does get progressively more difficult.

There are various other icons to pick up or avoid. These range from extra fuel and ammo boxes to bomb emplacements. If you trigger off a bomb, you'll lose a shield, and once all six are gone...byee! You can also pick up extra lives.

Once you've found a lead block, you'll have to take it back to the reactor. When all eight are in place, find the exit screen and move to the next section.

The graphics are very colourful but also very blocky. While sound effects are sparser than four star hotels in the Sahara Desert. But Hideous is still very playable and addictive. The game has a very strong puzzle element. And, luckily, the puzzles are extremely well thought-out and challenging. There are force fields to turn off, doors to open, buttons to press, bricks to push around. They'll keep you thinking until you solve them, and until you do, you may not be able to get to a certain position or screen critical to completing the level.

However (that dreaded word!), Hideous can get extremely tiresome. This is because you can only carry one object at a time. So, once you've picked up a lead block, you'll have to go all the way back to the reactor and pop it in place before you can pick up another one, which means you end up going backwards and forwards over the same old screens.

Basically, although Hideous is good to look at and play, you'll soon get fed up with the same old routine. The puzzles are well devised though and it's the sort of game you'll go back to.



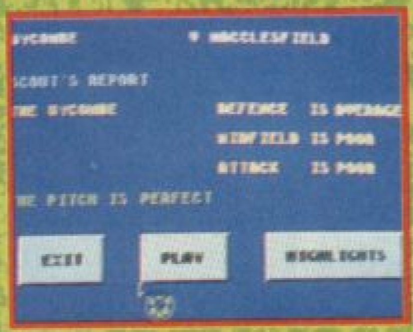
Steve
When I first saw Hideous I thought it looked rather too old and dated. Still, it plays quite nicely and there's quite a bit of fun to be drained out of it. It's just that once you've drained the fun out, there won't be any left again.



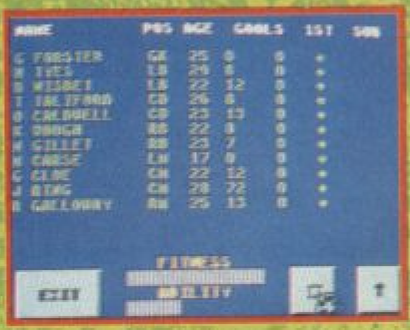
Ed Laurence

Once again I find myself actually enjoying a management sim! Just about. Not quite as entertaining and accurate as Match of the Day, Graeme Souness is still the best budget version of the ilk that I've seen for a long time.

Is anything good in Wycombe?



All the squads look the same.



scores

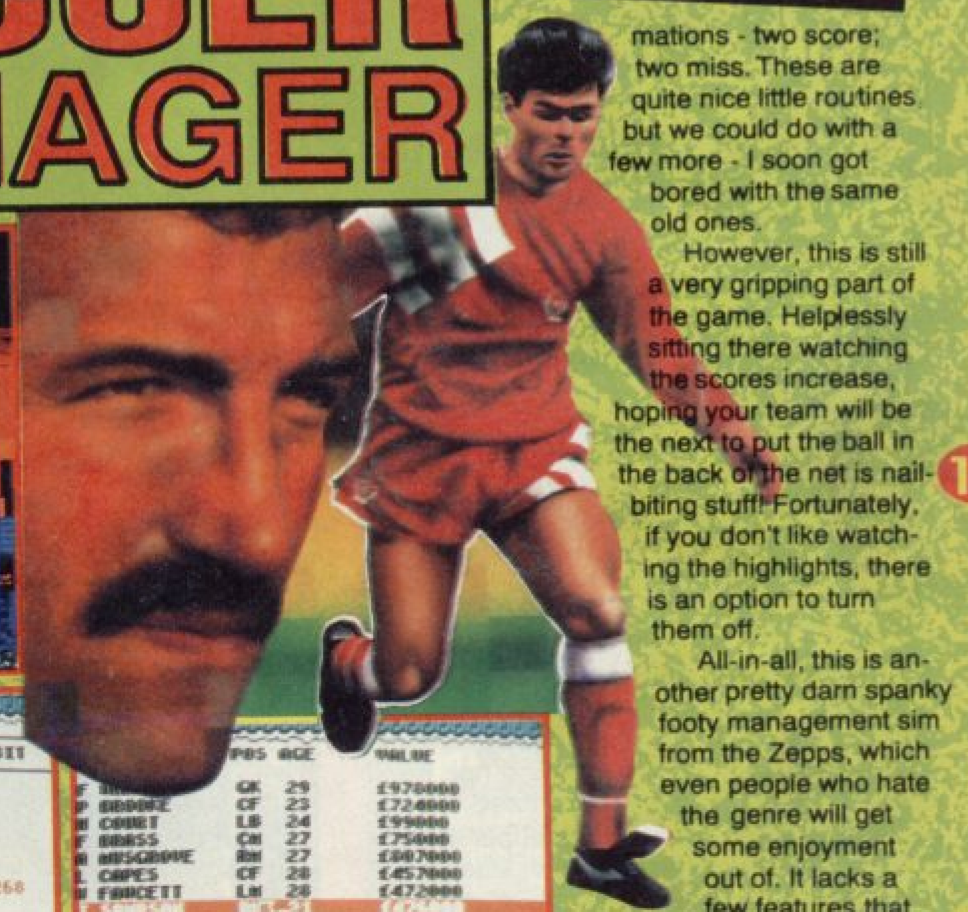
GRAPHICS	77
SOUND	42
PLAYABILITY	79
LASTABILITY	80
OVERALL	79%

Steve Keen

Zeppelin are releasing some pretty excellent games at the moment, and this new soccer management sim puts a lot of other budget ones to shame. If you can't afford Match of the Day but want a footy man sim that's reasonably playable and addictive, Graeme Souness is the man (sorry, game) for you.

GAME: Graeme Souness Soccer Manager
LABEL: Zeppelin MEMORY: 48K/128K TAPE: £3.99

Graeme Souness SOCCER MANAGER



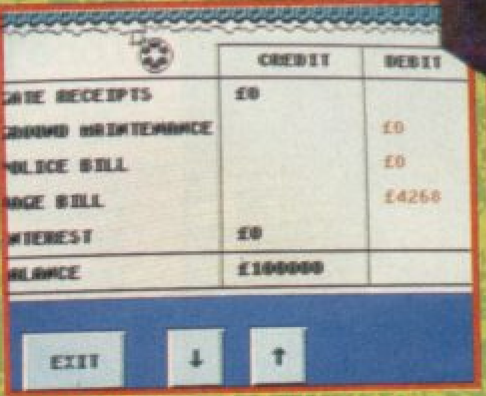
You may remember Match of the Day, reviewed last ish - the official BBC footy sim. This was released by Impulze, Zeppelin's full-price label, and it took the SU Crew by storm (ie. It was rather good, missus). A big change from all the budget priced, budget gameplay management sims available. So can Graeme Souness Soccer Manager, yet another humble budget sim, create the same impression? Let's see...



Graeme Souness, the top-dude manager of Liverpool FC, has not been a very healthy chappie recently. He's a lot better now though and it's just as well 'cos Zeppelin's latest management sim would tax anyone's ticker - yep, it's a good'un.

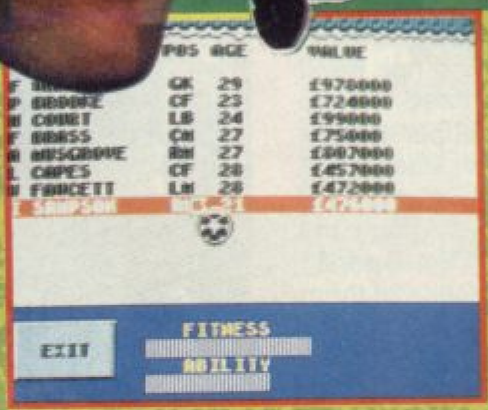
Unlike Paul Anglin (sad man), I try to steer away from management sims. I find them too slow, boring and repetitive. Yet I actually quite enjoyed GSSM. You've got all your usual options and menus for choosing players, viewing the league tables and fixtures, dealing with club finances, buying and selling players and the like, all driven by very well defined and colourful icons.

You can choose to manage any team in the four divisions, though when you see the player lists you'll notice that the players on each team have all got exactly the same names! You have your own scout too, although he doesn't play as big a part as the scout in Match Of The Day. This time he only tells you what he thinks about the strengths of the opposition's defense, mid-field and attack.



No gate receipts and no interest. Where did that million come from?

During matches, you watch the minute counter ticking on until something 'exciting' happens. Then the scene changes to a 3D view of the goal area as someone shoots. This bit teeters precariously on the edge of naffness. The player sprites are pretty poor to say the least, and they run around the area like lost sheep.

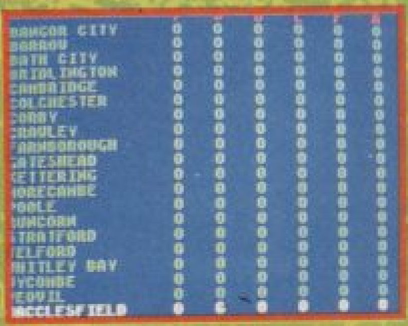


Take my advice. Sell them all and run away with the cash.

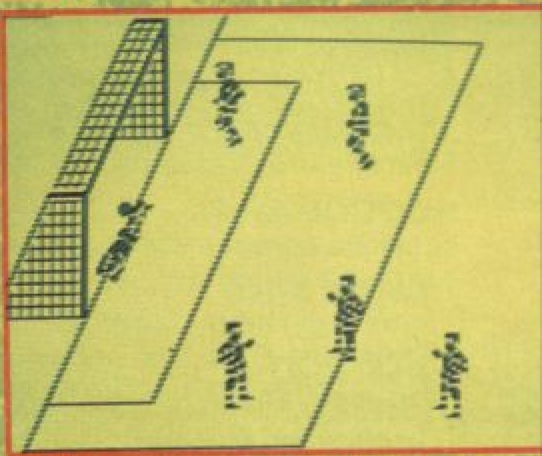
From what I could tell, the computer randomly picks one of four different goal shooting animations - two score; two miss. These are quite nice little routines but we could do with a few more - I soon got bored with the same old ones.

However, this is still a very gripping part of the game. Helplessly sitting there watching the scores increase, hoping your team will be the next to put the ball in the back of the net is nail-biting stuff! Fortunately, if you don't like watching the highlights, there is an option to turn them off.

All-in-all, this is another pretty darn spanky footy management sim from the Zepps, which even people who hate the genre will get some enjoyment out of. It lacks a few features that MOTD had, like training options for your players, but for a budget title it ranks as one of the best of its kind.



Looks more like the Hindenburg league to me.



The sprites aren't too exciting.

HACKING SQUAD

Oh, no. It's bye bye Hannah this month. (Tears, sob. Big Al' loses another one of his lovely girlies). She's scampered off to pastures new with the chap who owns the car you all saw her provocatively lying on in August. But fear not, although we'll no longer have the pleasure of Hannah's amazing beauty, charm, wit and wisdom, Hacking Squad continues on - albeit with a different person at the helm. Yes, he's back. The earl of earrings, the baron of beards, the king of krud, GARTH SUMPTER returns as Captain Hack, the hardest, meanest, toughest pidgeon fancier in the world...



GARTH'S BIG POKEs

Right, pay attention at the back if you're not sure if you know how to POKE or not. If you want to POKE a game you'll need to have a Multiface - no, not a bendy rubber gob like Phil Cool's, but in fact, a clever little widget plugged into the back of your Spectrum - if you haven't got the widget then you can't use any of the following POKEs. Geddit? Now, if you don't actually have one of them that's OK dudes 'cos uncle Al has set up a special deal with the Multiface people - Romantic Robot. See the last page of hacking squad where all is, at this very moment, being revealed (oo-er).



Lone Wolf (Great 8)
Immunity - 60214,24

Ghostbusters 2 Part 1
Infinite lives - 48240,21

Tarzan goes Ape
Infinite lives - 47131,0 Ninja

Warriors
Invisible/no energy loss - 46899,0

Light Force
Extra lives - 40725,0

Jack the Nipper II
Extra lives - 43251,0

Addams Family
Infinite lives - 31055,0

Space Gun
Infinite energy - 63565,0

Night Shift
Never get fired - 25265,58

Batman
20 lives - 60283,20

Indiana Jones
Infinite lives - 43076,0

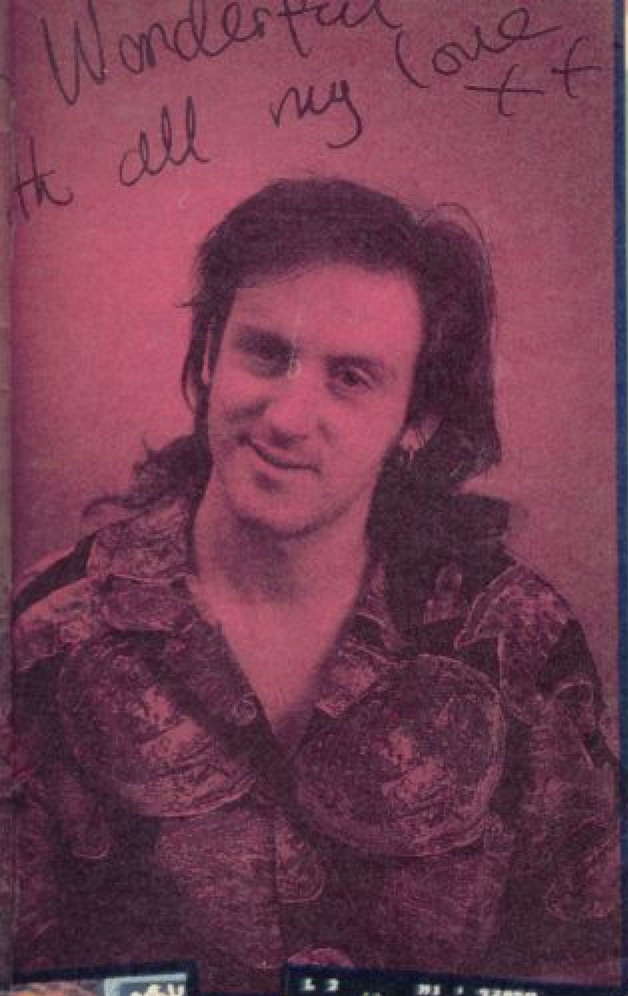
Lone Wolf (48K)
Infinite lives - 60214,24

Lone Wolf (128)
Birds die - 40144,0

LOAD IN POKES!! Yes, for those of you who don't have a Multiface, here is a short program which you must type in (accurately) and run before loading Slightly Magic.

```
10 REM Slightly Magic by Bermuda
Triangle
20 CLEAR 24969: LET A=24500
30 READ B: IF B=999 THEN RANDOMIZE
USR 24500
40 POKE A,B: LET A=A+1: GOTO 30
50 DATA 221, 33, 138, 97, 17, 214, 15
60 DATA 62, 255, 55, 205, 86, 5
70 DATA 210, 180, 95, 33, 205, 95
80 DATA 34, 145, 97, 195, 138, 97
90 DATA 175, 50, 15, 160, 195, 158,
102, 999
```

That super code came from a prize Hacker with the undercover name of Bermuda Triangle. A noble Hacker who asked us not to mention his name because he's on the Federation Against Software Theft's most wanted list. Well don't worry Gerald - we won't give them the rest of your name or your address as long as you keep sending us your tips. Until then, please accept some more Hacking Squad goodies through the post. Well done that man (on more than one count!)



Well what's this? Have you all gone soft? I turn my back on you for a couple of months and you start taking your orders from a lip-stick wearing, tight-skirted girlie with fishnet stockings and a sexy line in low-cut-T-shirts. Well boys, it's nice to know that all this computer games playing has had no effect on your natural development! But now I've got yer Back. And you'd better start following MY orders or there's going to be trouble. (Just to make sure you do I've got sack-loads of prizes for the best hacks every month.) So now, if we can begin Gentlemen, let's get on with some real games playing...

INDEX











SOLUTION CITY





This month the delectable Hackerette, N. Butcher has sent in a complete solution for CodeMasters' Little Puff. Hackerette? Well yes. I know that she's a girlie because:

a) I can read her writing

b) It's written in girlie wibble with all the right punctuation in the right places and, here's the cast iron proof...

c) The N stands for Nyree which is a girl's name.

Anyway, the gal's done a great job Saint, popping the solution into the Hacking Squad mailbag all the way from Cumbria - a shot that even Bobby Charlton would be proud of...(wibble, wibble, blah....)

A full price game is hacking its way to you Nyree even as I digress, (wibble, wibble blah...)

LITTLE PUFF SOLUTION

Take the cherry and go right then take the potion. L now until the tree stump blocks your way and then breath fire onto it. Now go L, down the hole, L again and take the box. Go L, drop the box and take the life belt and then pick up the box. Go R until you find the corkscrew, go R again and take the envelope. Go R now until you find the footpump. Go L, down hole, take hamburger, go left until you find the hammer, take the hammer and the lifebelt or footpump and stand in the doorway and press Up twice.

Go L and then down the hole and take the corkscrew, go L and then down the hole and go L until you find the lampshade and the bottle. Drop the lifebelt and whatever you chose with it earlier, get the lampshade and bottle, drop the lampshade and take the lifebelt. Now go R three times then down the hole, L and then down the next hole and take the tin hat. Go L until you find the doorway, enter it and go left until you find the envelope.

Drop the footpump and lifebelt, take the envelope and coconut, go R until you find the plunger and jump on it. Now, drop the coconut, go L, enter the doorway, go L until you find the envelope, take it, take the apple and then go R. Take the diamond, go R twice, take the coin and go R until you reach the doorway.

Enter the portal and go R and take the coconut again. Drop the diamond and coin and go R twice. Now pick up diamond and coin and go R until you find the toll monster. Drop the gold coin at his feet and he'll disappear leaving you free passage to go R three times until you arrive.... HOME!

Thanks to luverly Nyree Butcher for all of that. (Big Kiss - Garth) (Errggghhh! - Big Al)

HACKING SQUAD



DOOMDARK'S REVENGE

Yes, we know it was given away free on April's Great Eight but it's such a HUGE game that Adam Tievney of Sheffield decided to send in some tips for anyone that may still be lost all the way out there in the wasteland...

1) Most of the Lords seem to hang around in the Forest of Fangrim

2) Don't use Luxor for recruiting. He's about as good at P.R. as Big Al' is at bagel fasting...

3) The best people at recruiting armies are:

TONS OF TIPS

Torinarg the Barbarian

Found at: SW Gate or Varenon

Tarithel:

Good for recruiting the Fey Lords of the plains of Thildreon

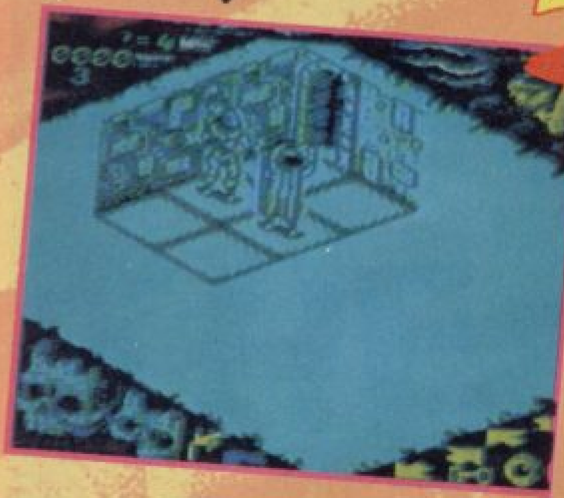
Rorthron:

Recruits from the members of several races.

4) Avoid splitting up your forces too much as this leaves you not only vulnerable to attack, but also weakens the resolve of your followers.

5) Tarithel is very useful. As soon as she has recruited the Fey Lords from the Plain of Thildreon, send her North with an army and Lords to the Plain of Anovilto rescue Morkin.

6) There are many useful items that can be found on characters' travels that will increase battle strength, readiness and even the powers of persuasion that are needed in order to recruit more armies to your cause.



HEROQUEST

Simon 'Hacker' Hepworth of Hemsby has been on maneuvers with Heroquest and has sent in the following tips for all you prospective adventurers...

1) Save gold coins up for the better weapons including Broadsword, Crossbow, Battle-Axe, Shortsword and Hand-Axe.

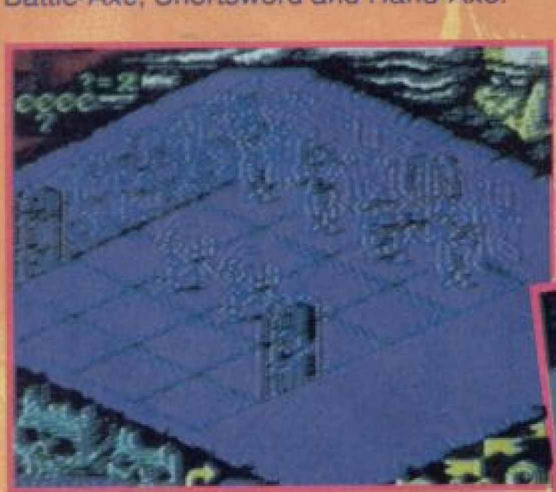
2) Buy the shield, helmet and chainmail to give yourself protection from the falling block traps and added protection from direct attack

3) Get the coins for the Barbarian or Dwarf fighters so that they can get the better armour.

4) Always heal the Barbarian and Dwarf first so that they will live to fight for your group another day. A group with no fighters will not last long...

5) Save the characters that have the best inventory of weapons and armour so that if members of the party do get killed, others will still stand a chance of completing the game.

As a service to fellow hackers, Simon will even supply a saved character with tons of top quality, demon bashing hardware including the Spirit Blade, Orc's Bane and Borin's Armour. If you want the tape send a blank tape and 50p to Simon Hepworth, 21 The Pastures, Hemsby, Gt. Yarmouth NR29 4HF.









HACKER'S HALL OF FAME

Each month on the Squad, anyone who has a Hack, Cheat or Tip used will have their name entered into the HACKER'S HALL OF FAME. Every Month, the name of one, brave soldier (dere, dere) will be drawn and will receive a special prize of every game reviewed in that issue of SU. Sounds good? You bet it is - 'cos only the best get put into the HACKER'S HALL OF FAME...

All the following names were entered into this month's Hall of Fame:

G. Kinvig, Tyne and Wear; Gerald Noble, Stroud (Opps... I hope that FAST don't catch you now!); Richard Townsend, Milton Keynes; Hallan Sambrooke, Great Haywood; A.R. Tanner, Frankley; Terry Jickells, Bransholme; Miles Kinloch, Edinburgh; Jonathon Presby, Hall Green; Paul Freemantle, Nottingham; The Man with No Name, Churchdown; Dave Ward (No it couldn't be THE David Ward - MD of Ocean Software could it?) Chippenham, (crawl, simper, lick...); Glenn La Tour, Natal, South Africa; Kristian Didymus, (is this for real?) Waltham Cross; Richard Townsend, Furzton.

This month's winner of the HACKERS' HALL OF FAME is.... Jonathon Presby. Well done. A whole sackful of goodies (including games, a Multiface some Frankensence and a little Myrr - Er Garth, we're not that kind) are in the post to you...

Don't forget, if you want to be in the HALL DRAW, send your hints, tips, maps and hacks into SU. Every month, everyone who's had anything published on these hallowed pages will be entered into the HACKERS' HALL of FAME and one magnificently lucky winner whose name is drawn from my Hacking Helmet will win a bundle of goodies.

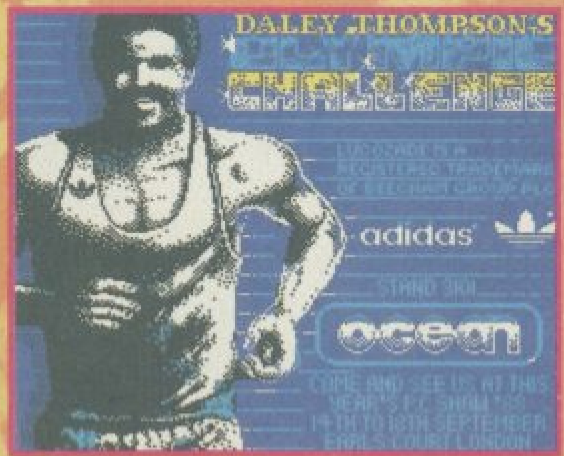
Just send all your Hacks to GARTH'S HACKING SQUAD, SU Command Bunker, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

See you on the next sortie!!



CHAMPION CHEATS





For all of you Hackers out there who have found themselves a little short of help at crucial points (just above the kneecap) here is a list of quick cheats to help you out of those tricky spots...

TURTLES COIN-OP

When you're playing, just press PAUSE followed by the SPACE BAR (it's a pub on the moon but that's not important right now), and you'll skip that screen.

SABOTEUR

The level 2 password is JONIN

TOP CAT

Hold down the HELP key once the game is loaded.

STREET HASSLE

Start the game and then press LEVEL down together and you'll be asked if you want to skip levels. If you do then you'll be whisked off to level six.

SUPERKID

Type G, D and F on the title screen and you'll get infinite everything!!

X-OUT

Remember this underwater epic programmed by ARC? Well Byron (the programmer) told me that if when you're in the shop you press fire on the arrow pointing up and then do the same with the arrow pointing down you should then get the cheapest ship going but also have infinite lives. Well, it was either that or your Spectrum will blow up into a million pieces. Or was that if you dropped a small nuclear submarine on it?

TOTAL RECALL

Arnie's epic film about nightmares about Mars has just been re-released as a budget game. So why not flex your own muscles a bit and use the following cheat? Enter your name on the high score table as THE END IS NIGH and then play the game as normal. But now if you press ENTER at any point, Arnie'll skip to the next level. Consider that a divorce...

TARGET RENEGADE

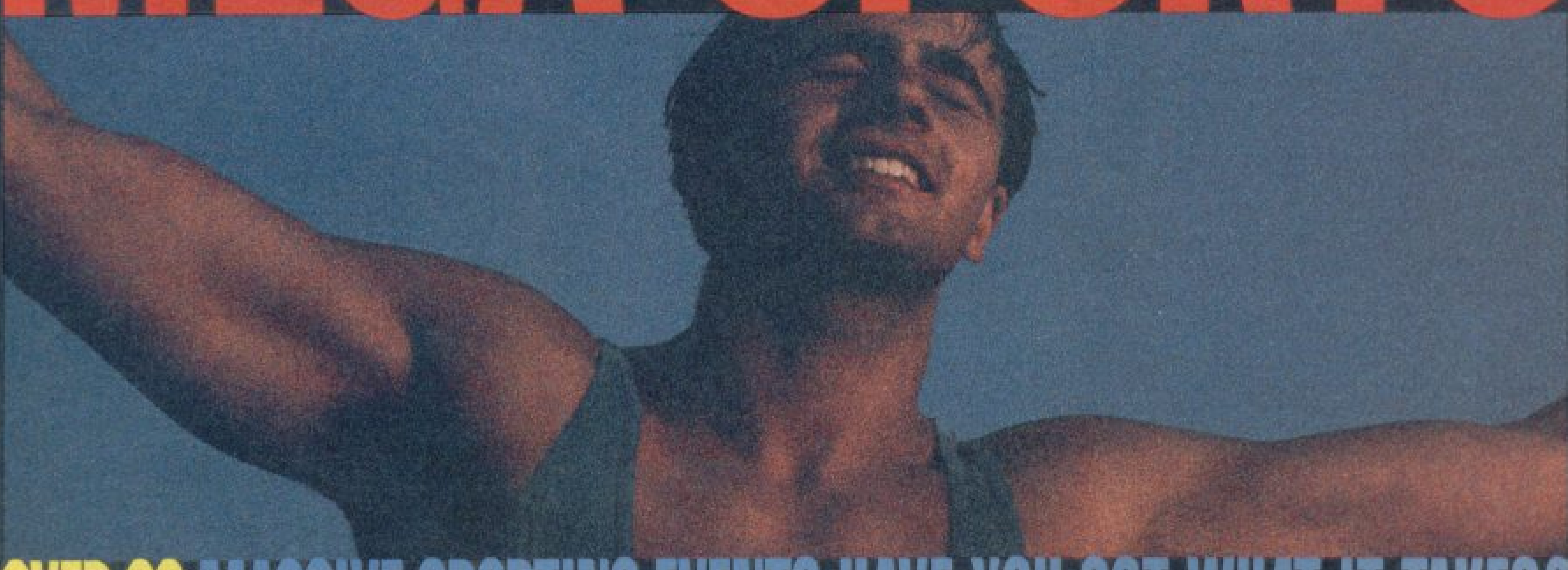
This is a little long and involved but worth the wait. When you are asked to type in your name on the high score, type in your name but keep on pressing Caps Shift. When the cursor goes directly under your name press enter. The screen will now go blank for a short time and you will have infinite lives.

DALEY THOMPSON'S OLYMPIC CHALLENGE

Hallen Sambrooke has been gripped by Olympic fever and has sent the following tip by 40000 x 100 metre relay runners all the way from Staffordshire...

On the 128K version of the game, get your Lucozade bottle full on all training events, choose the Kempston option and let it do all the work for you. When finished, you can use the keyboard.

MEGA SPORTS



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HEY DUDE - DON'T MISS YOUR MAG

Yes, there's a lot happening as Christmas approaches so make sure you find out about it by reserving a copy of SU at your local newsagents

To make sure he holds a copy for you simply fill in the form below, cut it out, and hand it to him - he'll do the rest.





Dear Newsagent, Please reserve me a copy of SU every month... Alright!!

Signed (a dull grown up) ....

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SPECMAN



Faster than a gippy tummy, he's back on your micro...its Specman da da da da da da dahhhhhhh!!!! This month he gives some darned complicated information on saving to +3, some printer advice and answers a record number of largely silly questions.

Dear Specman,I'm trying to transfer games from tape to my +3 disc drive. The problems I have are with games that use Bank 7 of the +3 ram. When I load in the code it crashes or gives a bad parameter report. Secondly, some games put loader code into address 23296 which the +3 uses for itself, and they still bank switch. How come? Thirdly (groan) how can I load and save to +3 disc in machine code?
S. Jeffery, Chingford

Hi, welcome to the S. Jeffery page, seriously though, here we go! Bank 7 contains the +3 disc drive Xdpd buffer from which all the info about inserted discs and how they are to load, what the contain etc. comes from. This was a botch up, (oh sorry, good design feature) on Amstrad's part to get a disc drive onto the Speccy. Your problem occurs only when you use the disk drive from basic. Secondly, the area of 23296, (another botch, oops, good design feature), the old printer buffer from 48K days, is used by the ROM only to keep track of pages into, and out of which it is paging. If you overwrite this buffer, and provided you keep the interrupts disabled, you can use this area and page in and out by direct 'outs' to port 32765. Point three, within the next two months I will put a complete load and save routine for +3 drives that doesn't use ROM calls and is self contained on the Great 8. Good news eh?

Next letter.

If I get any more letters about pokes and how to use them I'm gonna scream. It was covered massively in SU a few issues back, and if you want to really get into using POKEs turn to page 17 for the SU/Romantic Robot Multiface special offer. Aaaaaarrrrrrggggghhhhh!

Dear Specman, I bought a printer for my son. It's a Facit 4565 serial printer and we cannot get it to do much. I'm trying to get it to work via an interface one without much success. Help.
D. Perks, Warwick.

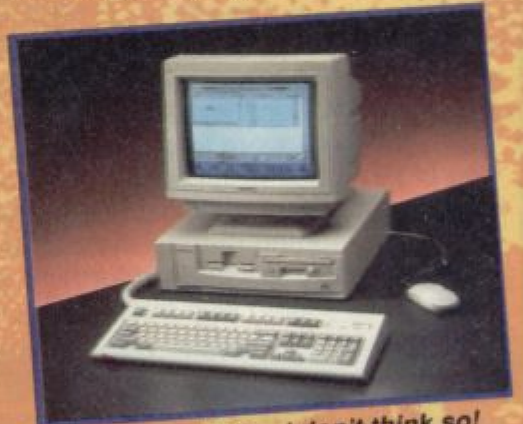
Okey dokey. The problem is that it is very difficult to get a printer to work with the interface one. All programming has to be done via tedious format baud statements etc. and then you will probably find that the printer refuses to accept some commands. The humble Spec was only originally designed to work with the equally humble ZX Scratcher, a much maligned piece of add on. That did more to damage the ozone layer than CFC's, allegedly. My best advice is to buy a serial printer interface from Datel, which should set you back between £19 and £25, and watch that text fly!

Dear Specman, Here's another long list of queries for you.

1) What's the largest ram add on that can be put into a Speccy?

2) Can you buy second processors, modems, teletext adaptors, IBM compatible drives?

3) Can Microsoft Windows run on a Speccy and are a QL and a Speccy compatible on a network?
Peter Jay, Swindon



▲ PC compatible... I don't think so!

In order of writing: (1) No. (2) Yes, but only a VTX 500 and you can't really log on anywhere as boards aren't available any more. No, a teletext adaptor did appear but it no longer exists. 'Fraid the old Speccy cannot write to PC format drives (unless anyone knows different, then I'll stand corrected). And the closest it has got to a business machine is CPM compatibility. (3) As for running Windows, unless a 3 Meg Spectrum appears (highly unlikely I think) then the chances of this happening are slim indeed. And as for the QL and the Speccy: They will speak to each other but will not run each other's programs.

Send all your problems, of a computer nature only (unless you have some really juicy gossip), to: Specman at SU Towers, Priory Court, 30-32 Farringdon Lane, LONDON EC1 3AU
He can solve them, or if he can't, he'll send you a game to make up for it!

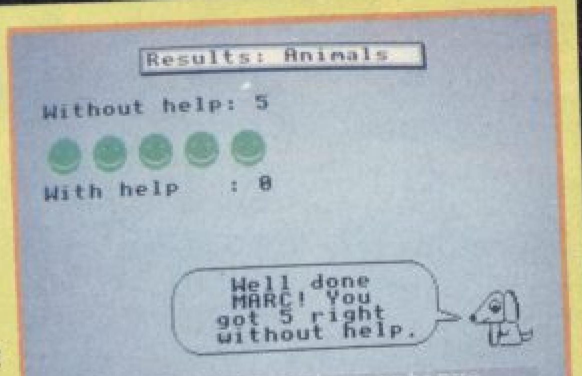
EDUCATION

It's back to school time again and although most of you may not like the idea lets face it, things could be worse... You could be facing a firing squad or being horribly tortured with some matches and a pair of pliers, or, even more terrifying, forced to watch a Bob Monkhouse tv show with special guest stars Bruce Forsyth and Jeremy Beadle. See, going back to school isn't THAT bad.

Although Mr. Brown in 4C with the long nose, dandruff and bottle bottom spectacles might be a boring old fart there are in fact far more enjoyable ways of learning. One of

COUNT AND ADD

Lander Software
Phone: (041) 357 1659
Tape: £12.99
Disk: £15.99

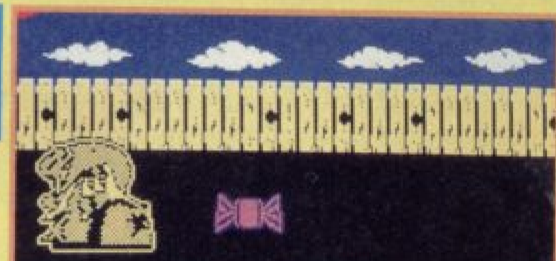


Count and Add is for children aged 4 to 7 and is basically a series of programs combining maths and matching objects. There are five games altogether the first two of which involve youngsters matching different objects and counting similar ones. The third involves counting animals, the fourth counting and simple addition and the fifth more advanced addition. This is a much more basic program graphically than, say, Shoe People or Funschool but the basic elements of attractive and humourous presentation and informative, developing games makes it worthwhile.

SU OVERALL 78

THE SHOE PEOPLE (4 - 6 year olds)

First Class/Gremlin
Phone: (0742) 753 423
Tape: £10.99
Disk: £15.99

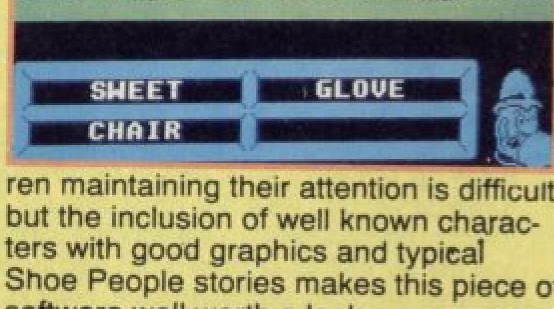


Most kids know who the Shoe People are, and have visited Shoe Town either on tv or in book form and will have immensely enjoyed the experience. Now all their friends are available on a spanking piece of educational software. The game involves word and object recognition plus a good grounding in understanding mathematics, including recognising and adding numbers. Another interesting feature is pattern forming and recognition. Again with such young children maintaining their attention is difficult but the inclusion of well known characters with good graphics and typical Shoe People stories makes this piece of software well worth a look.

SU OVERALL 84

MIX AND MATCH

Lander Software
Phone: (041) 357 1659
Tape: £12.99
Disk: £15.99



Designed for children at pre reading age, Lander's Mix and Match introduces young'uns to the concept of matching similar objects, picking the odd one out of a set and memory recall tests. It does so with the help of a character named Maggie. Maggie looks a bit like the Loch Ness monster - very strange. This type of learning helps children develop recognition techniques essential to reading. Mix and Match is definitely only for the younger kids but it certainly reaches it's goal in a fun way plus it gets those young hands used to computers at a formative age.

SU OVERALL 79

HENRIETTA'S BOOK OF SPELLS

Lander Software
Phone: (091) 357 1659
Tape: £12.99
Disk: £15.99

Henrietta's Book of Spells is featured in its 11 to 14 guise on the Great 8 this month, so you can try it out for size. The games involve memory testing, anagram breaking, code breaking, and a word completion 'hang man' game. There is a difficulty control which allows you to use words of between 5 and 9 letters long and some of these games will stump the average adult for a while. There is also a 7 to 11 years old version for those not quite ready to take on the longer words and more difficult puzzles.

HOORAY FOR HENRIETTA

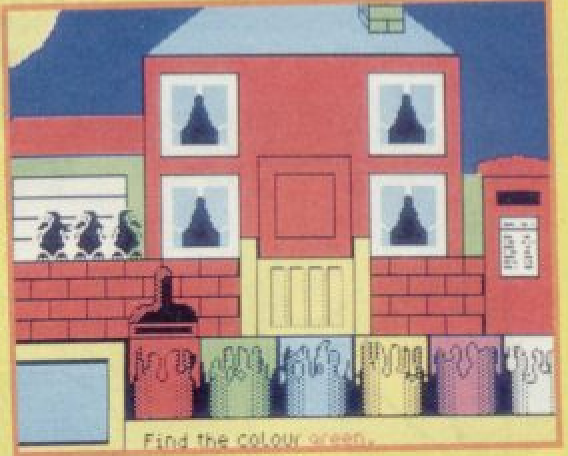
Lander Software
Phone: (041) 357 1659
Tape: £12.99
Disk: £15.99

Hooray For Henrietta is the maths follow up to this month's Great 8 spelling game, Henrietta's Book Of Spells. The game is divided into two parts; 5 - 8 year olds and 8 - 12 year olds. It is designed to go from a basic grounding in adding, subtraction, multiplication and division to sums which are quite complicated. There are eight difficulty levels and overall this is a much more complicated and advanced game than Count and Add. Again graphics are relatively simple but the game is still lots of fun to

AL FEATURE

which is right here on your Speccy - educational software. It's puzzling, informative and fun, and best of all, it gives you an excuse to play on your Speccy during time normally allotted for homework without incurring the wrath of your elders. (It also gives you a chance to slip in the odd arcade game for mental stimulation, though don't tell your mum I said this.)
There are a wide variety of educational games available so here, to help you choose, is a selection of those currently readily available and a quick guide to their usefulness.

FUN SCHOOL 4 (Unders 5's)



Europress Software
Phone: (0625)859 333
Tape: £12.99
Disk: £16.99
Fun School 4, Under Fives provides a basic grounding in reading skills, numerical skills, simple painting and, of course an introduction to using a computer keyboard for the young 'uns. This is a relatively simple piece of software that'll keep it's user glued to the monitor with the help of (as in all the Fun School series) an interactive character. This time it's a Teddy - ideally suited for the relevant age group. Although children of this age generally have a short attention span and will need supervision if they're not to rip the Spectrum apart (or kill the cat with it) FS4 Under Fives will give your children an early start, supplementing their first year or two at school.

SU OVERALL 80



Once again graphics are basic on the Spectrum version but the puzzles are very involving and there's no doubt that this is a learning package. (See page 29 for special offer.)

SU OVERALL 78

FUN SCHOOL 4 (5 - 7 year olds)



Europress Software
Phone: (0625)859 333
Tape: £12.99
Disk: £16.99
More complicated than FS4 (u5s), this version introduces a completely new interactive character, Freddy the Frog (presumably a teddy is a bit soft for all those 'well hard' over fives). At this stage the kiddies should know their alphabet and the basic principles of maths so they've got to help Freddy out as he visits the library, takes over running a friend's shop and goes on holiday to a log cabin. Adults would do well to look at this program too, although it is simple enough for a 5 to 7 year old to master it will serve as a reminder that it was a long time ago since you had to do anything like this and you'd be surprised how long some of these simple problems will take to figure out. (While your children go through them faster than Nigel Mansell.)

SU OVERALL 81



play and you'll do a helluva lot better in class having learned in a more enjoyable way from Henrietta at home.

SU OVERALL 80

FUN SCHOOL 4 (7 - 11 year olds)



Europress Software
Phone: (0626) 859 333
Tape: £12.99
Disk: £16.99
Again, this version of the Fun School series introduces a new and even harder character, Sammy the Spy, also known as Agent Q. Sammy has to go on a number of missions around the world which test (to the limit in some cases) the user's knowledge of geography, history and mathematics. Again this is quite a difficult game for those who haven't done these subjects for a while but since these games correspond to the new National Curriculum the 7 to 14s should be able to cope. Again everything is very well planned and humourous and the standard of graphics in this Fun School series really is top form. Well done Europress Software.

SU OVERALL 83

AL'S EXCELLENT ADVENTURE

PHIL ELLIOTT



tell it to AL



GUN FUN

Dear Al, I have recently bought a Magnum Light Phaser. There were six games with it, but I'm bored with them already and don't know where to get any new Light Gun games from. Please help.
Nicky Joslin, Earth (I guess - no address you see).

Hmm. The old lack of Lightgun software problem. As far as I know, and I'm quite willing to be proved wrong if anyone would like to correct me, there are only three other games for the Gun. These came with the James Bond +2A Action Pack. I can't actually remember their names, but I do remember that one was a clay pigeon shooting simulator, one was a target practice sim in Q's lab, and the other was a lightgun version of DoMark's second Bond game, The Living Daylights.

I don't think you can get these games seperately, as they came with the Speccy and Lightgun, but some kind reader out there might let you have their copies (for a small price, maybe). However, as you haven't given us your address, we can't tell these kind readers where to get hold of you, so if you can help Nicky, you'll have to write in to Tell It To Al. Apart from these games, I don't think there is any other Lightgun software available commercially (although I don't mind being proven wrong!).

HELP IS AT HAND

Dear Al, I am writing in reply to several letters that you printed in the August issue of SU. Firstly, Graham Marsh, your search is at an end! About 7 or 8 years ago I bought a pack of 100 games for a mere £49.95. Among these games are a couple that won't load on my +3 and a couple that have since appeared on covertapes (eg. Xeno). And, believe it or not, one of the games is Knot In 3D! As they're in tapes of 10 games each, obviously I cannot just sell Knot In 3D on its own, so I am willing to sell the whole compilation of 100 for the amazing cutdown price of £8.00! There. Take it or leave it!



Also, in reply to Peter Chowdhury's letter on Bloodwych. I too have got to that point. However, that was with two players, and since then my partner has vanished, along with the game I saved and my instruction book! So if anyone could help me out there, I would be grateful. (Especially, I need to know what the high level spells do.)

Lastly, in response to all Speccy owners who say that Amiga games are too expensive. Most of you say that Speccy games are £3.99 and Amiga games are £24.99. Well in fact Amiga budget games are only £7.99 and Speccy full-price games are £10.99, and I think the extra you pay is definitely worth it. However, before I get mobbed with hate mail, I still play on my Spectrum when I am bored with my Amiga games. Sega and Nintendo are a rip-off as you can't buy funky music packages and superb word processors (like the one I used to write this letter!).

Ben Turner, 14 Bayliss Road, Wargrave, Berkshire RG10 8DR.

PS. I suppose the SuperNES is quite good.

PPS. So's the Sega MegaDrive if you can afford £30 - £40 a game (I know I ******* couldn't!)

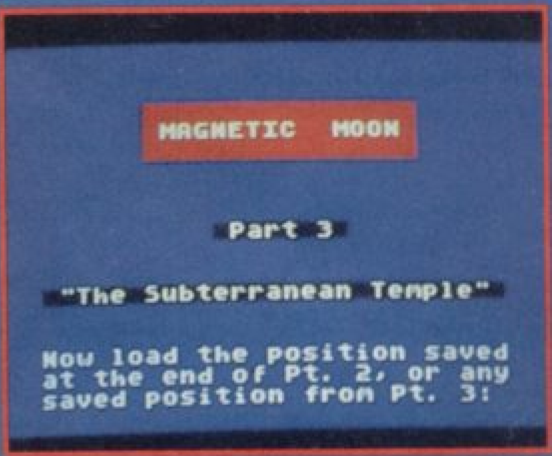
Thanks for the letter, Ben. That's a kind offer you've made Graham. And I think you deserve a good offer in return, so if anyone can help out with Ben's Bloodwych prob, drop him a line. As for your price comparisons, I hardly think they're fair. For starters, the Speccy virtually lives off budget software, so £3.99 is by far the most common price for Speccy software. And why do you compare budget prices to full-price prices? That's not fair either! As it stands, Amiga full-pricers are at least ten pounds more than Speccy ones, and their budget releases four pounds more. It's up to you if you think the Amiga's worth it, but personally I think that graphics and sound aren't everything and you can't beat Speccy games for playability. So there!

As for your post-script comments - 1) Yes it is, 2) Phew!!! £40.00.

> ## BIG AL SAYS...
>
> ***We've had lots of letters begging us for the password to July's prize game, Lone Wolf. We did print the answer in the August edition, but for the more irregular readers amongst you, the answer was LADDER. The password to August's Gothik was HELMET and September's Night Run was DECODE.***

DATA-BASIC

Dear Sir, I am writing to thank you for supplying the Magnetic Moons series with your magazine. I will not be beaten and will get off the ship eventually! Also, thank the staff for telling me that the graphics on some tapes will not work on the +2A but will on the 48K.



I was wondering if you have ever seen a program for entering and storing things like videos, records, discs and books under categories on my Speccy. I went to the library to see if there was a listing for such a program that I could type out myself, but nothing. I was willing to buy one but the shops said they had not heard of such a program.

Could you possibly help me find such a program? If it is too much trouble, don't bother as I know how busy you are.

B Dodds, Houghton-le-Spring, Tyne & Wear.

Thanks for the thanks, B. As for your problem. No problem! You're looking for a database! Databases are utilities that store files, each containing fields such as video, year, issue number, etc. They allow you to set up your own files and fields, and once you've got your files in memory, you can do various things such as searching for, say, a particular video title, displaying all the books that start with the letter 'M', etc. I can't believe the shops didn't know about databases! Are you sure it was a computer shop you asked in and not a hairdressers'? Actually, everyone talks Nintendos these days, which don't have any utility software, so it's not that surprising after all.

The best two databases I know of currently available are Mini Office and Data Genie. The former actually consists of four utilities (a crap WP, an average spreadsheet, a pretty good graphs program and the Database, which is the best of the four). It costs only £2.99 from Software City, who will have an advert somewhere in this issue. Their number is 0902 25304. Data Genie is a single database program, but it's probably the best ever on the Speccy. It costs only £6.95 from MicroSnips. Reach them on 051 650 0500.

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TIP THREE

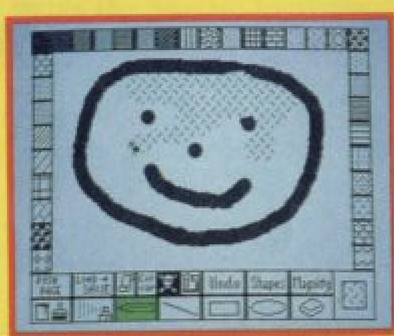
Fig.2) If you have large areas to fill, sometimes the Paint brush option is annoyingly slow. If so, why not paint in the area yourself, using the Felt Pen option and choosing the largest nib. Select your desired pattern and you can now fill in the area by hand, which is a lot faster (especially with a mouse). You could spray it on too, if you like.



2

TIP FOUR

To break into BASIC (should you feel the urge to), press CAPS and Q. Once in BASIC, you can return to IG by typing GOTO 1. When back in IG, your current piccy should still be left intact.



3

TIP FIVE

Fig.3) The font CLEOPATRA is not actually a text font. It's actually a rather snazzy (to say the least) symbols and logos font. Instead of the normal character set, CLEOPATRA contains many different weird and wonderful dingbats from hieroglyphics to electronics symbols. See it and believe it!

TIP SIX

If, for some reason, your art prog ever displays an error message at the bottom of the screen, type in the word RUN and press ENTER to return to your utility. If you were working on a picture when this happens, I'm afraid you may well have lost it. Tough life, eh?

TIP SEVEN

You may, for some reason, find that your icon panel at the bottom of the screen has glitched. This means that the icons have 'vanished' and you have to guess where they would be. There are several ways of getting your panel back:

1) Press CAPS and Q together to break into BASIC then RUN the program again (you may lose the picture you're working on, so you're advised to SAVE it before trying this method - if you can guess where the LOAD/SAVE icon is!).

2) Click on where the Skull and Crossbones icon would be (if you can remember!). When it asks "REALLY NEW?" click your fire button again. You're now back at the opening controls

3) Click on the MENU PAGE 1 icon (if you can guess where it is) three times. This will take you through the second and third menu pages, and back to the first again, where all the icons should be redrawn for you.

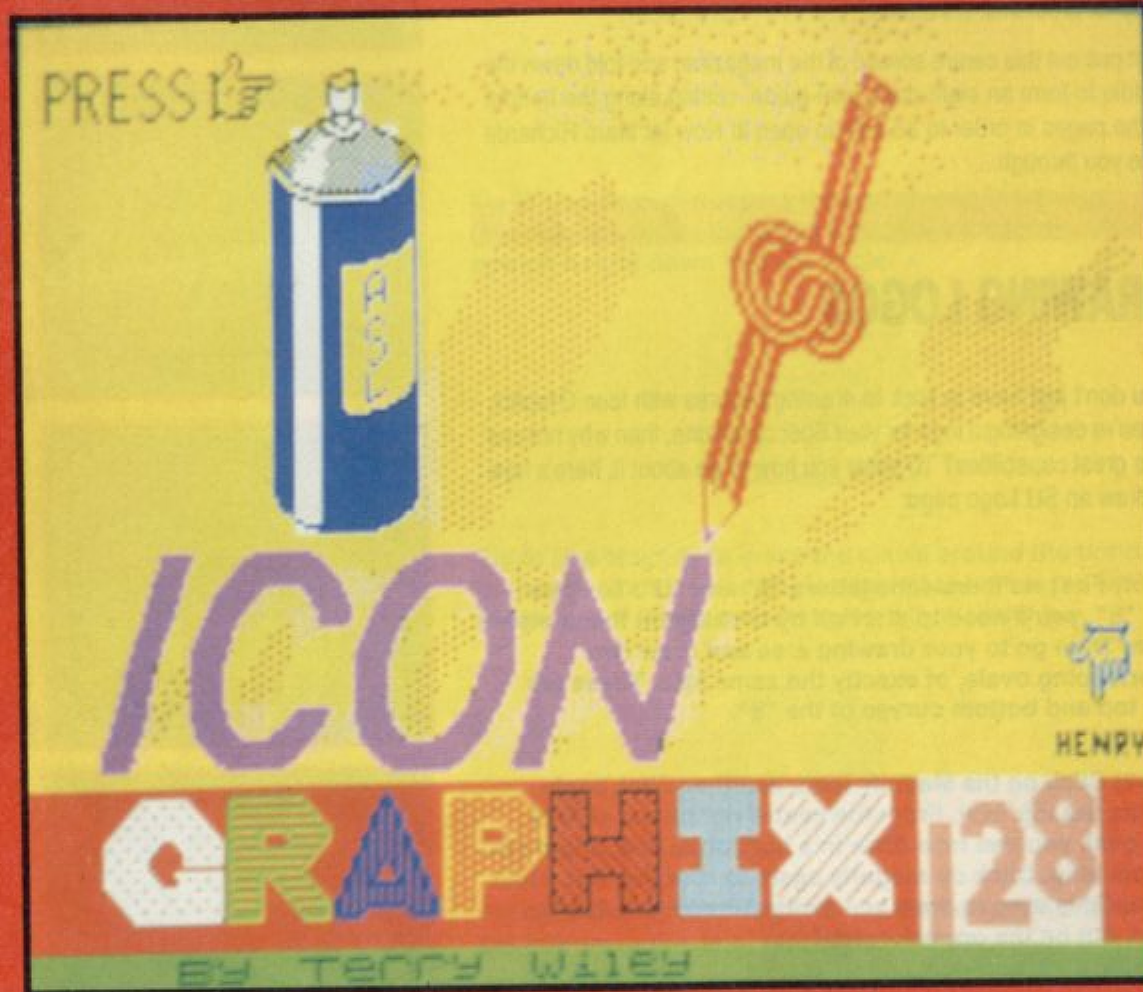
4) If none of these work, you must either be loading the 128K version into a 48K machine (so don't - get a copy of issue 126 with the 48K version on the tape) or you're trying to load it into a +2A or +3 from the Loader or 48 Basic options on the start-up menu. Don't do this! Load your copy of Icon Graphix 128 using the method explained in TIP TWO. Ta-da! Problems eradicated just like that! (Good, eh?!)

GO, PICASSO!

Right, that's it! I'm off now to take a seriously long holiday. I hope this tutorial has been of some help to you (it took me long enough!). If it was, then great! We'll be expecting to see some pretty darn spanky examples of your new-found artistic talents in the not too distant future. If it wasn't then go away you ungrateful young scallywag. If any of you have any of your own tips for using Icon Graphix, please send them in and we'll put them together to form the SU Readers' Icon Graphix Tips Page. Share your wisdom, and put a smile on someone's face! That's all for now then. Look out for the second tutorial next month, when we'll be looking at Menu Page 3 and drawing graphs and charts. For the meantime, I've got a plane to catch...

FOLD

THE ICON GRAPHIX TUTORIAL



How are you getting on with Icon Graphix, the art package we gave away free with our last two issues? Amazing or what? In case you've missed out on this treat (and if so, just where have you been?), Icon Graphix is a dead spanky, icon controlled art program. You'll also notice that on this month's covertape, we have a set of ten fonts for use in IG's text mode. If you're one of the sad people that've missed out on the last couple of issues, grab a back issue now from SU Back Issues, AWI, Memberline House, Farndon Road, Market Harborough, Leicestershire LE16 9NR. Phone: 0858 410 510 (Issue 126 had the 48K version, issue 127 had the 128K one.) This tutorial mainly deals with the 128K version as it is by far the most complicated. However the basics also pertain to the 48K version.

In case our comprehensive instructions weren't good enough for you (and let's face it - some people are never satisfied), SU is proud to present the first of two SU Icon Graphix Tutorials. This is a beginners' guide to getting the most out of your new utility. This month, we'll be showing you how to draw the SU logo page, as well as giving you seven life-saving tips and answers to all your Icon Graphix problems. It's a must!

Just pull out this centre spread of the magazine, and fold down the middle to form an eight-page mini-guide, cutting along the bottom of the pages in order to be able to open it! Now let Marc Richards take you through...

DRAWING LOGOS

You don't just have to stick to drawing pictures with Icon Graphix. If you're designing a logo for your Speccy fanzine, then why not use IG's great capabilties? To show you how to go about it, here's how to draw an SU Logo page:

Fig.1) First we'll draw the letters "S" and "U". To draw the "S", you'll need to start off by clicking on the circles icon. Then go to your drawing area and draw two overlapping ovals, of exactly the same size. These are the top and bottom curves of the "S".

Fig.2) Click on the Magnify icon, and then click again inside the top oval. From the centre right hand side of the oval, you can now draw in a horizontal line, about ten pixels long. Click on magnify again to take you out. Then repeat this step to draw in a similar line in the bottom oval, but on the opposite side!

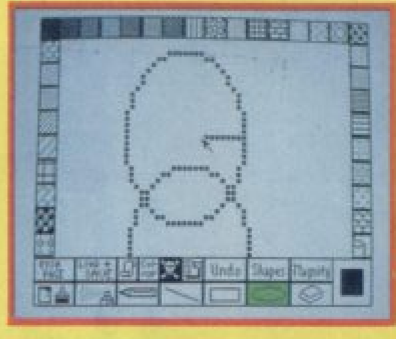
Fig.3) Click on the circles icon again. Now stretch in a long, thin oval to join the edges of the two inner lines together, and to form the inner curves of the "S". You can now see the letter forming!

Fig.4) Use Magnify to tidy up the inside of your "S" so that it looks like this.

Fig.5) Now to start on the "U". First draw a rectangle, using the Box icon, to the same height and width as the "S" (or as near as dammit!).



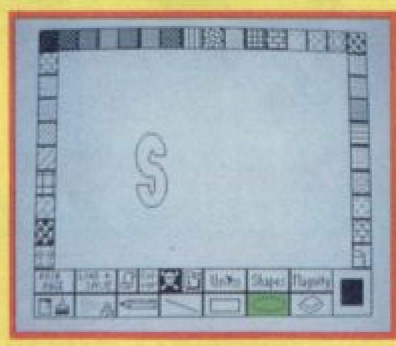
1



2



3



4



5

FOLD



24

Fig.24) Go to Load/Save and click on SAVE in the Document section (this will save your re-edited SU pattern with the picture!). Get a blank tape ready and SAVE the piccy. The colour will automatically be saved with your piccy. When re-loading, click on Load DOCUMENT on the Load/Save option.

And there you go! Impressed? Give youselves a pat on the back!

MENU PAGE 2 - USING THE FONTS

For a full, step-by-step guide to using your new set of fonts on IG, as well as all the other Menu Page 2 facilities, see my instructions on the Great 8 Pages.

TIPS SECTION

Having problems with your new art utility? Does something keep going wrong? Need a helping hand? Maybe I can help...



1

TIP ONE :

Fig.1. Icon Graphix works best with a Kempston Mouse. You have a lot more control over drawing than with a joystick, and it is a lot, lot faster. If you have one, use it!

TIP TWO :

Uh-oh. The old +2A/+3 incompatibility problems strike again! If you own one of these sad little machines, and would like to be able to use your Icon Graphix utility without it crashing, follow this step-by-step guide:

1) Turn on your computer and select +3 Basic.

2) Type in the word 'SPECTRUM' and press ENTER

3) Press the 'J' key to get the word 'LOAD' on screen, then type double quotes ("") and press enter. Start your Icon Graphix tape and the program should load as normal. Now you can use all your 128K features without the program crashing. Cool, eh?

Fig.19)b) If your logo isn't central, you can centre it using the Push Page option. Then fill in the new blank background area with 'SU's as before.



19b

Fig.20) Now for colour! Click on the COLOUR icon to take you onto the Colour screen. Let's make the logo red ink on white paper. Click on the red "I" icon at the top, and the white "P" icon. You'll see the colour of the bottom right square change accordingly.



20

Fig.21) Click on the Felt Pen and then fill in the logo squares with the colour by clicking on them. If you want it Bright, click on the Bright yellow bar at the top before putting on the colour.



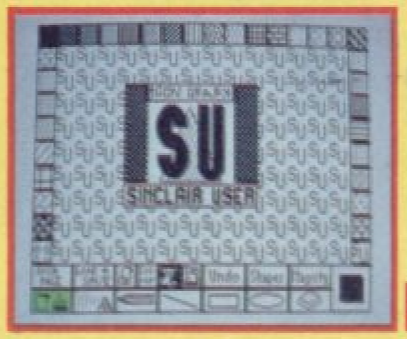
21

Fig.22) For the background, we'll have magenta ink on blue paper. Click on these and fill in the background in the same way as the logo. You can use whatever colours you like, even flashing if you really want! In order to avoid colour clash, make sure the logo exactly fills the attribute squares it covers. Luckily, with IG you can reposition the colour and picture using the Push Page options.



22

Fig.23) Click on the Skull and Crossbones to return to normal mode. You'll notice the colour has gone! Don't panic!



23

FOLD

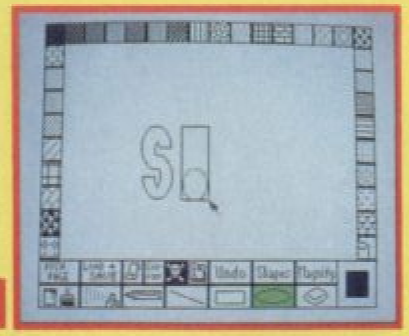

6

Fig.6) Use Circles to draw a circle inside the box at the bottom, touching the edges of the oblong.

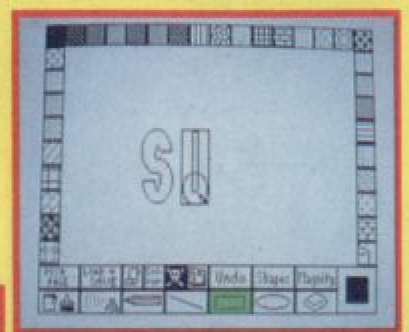

7

Fig.7) Use Boxes to draw a thinner oblong inside and touching the top of the larger one. Make it central, and stretch it right down into the circle.


8

Fig.8) Use Magnify to erase the pixels around the bottom of the circle and the actual top half of the circle, as well as the top of the inner rectangle, to look like this.


9

Fig.9) Draw a small Circle with the Circle option around the bottom of the inner rectangle.


10a

Fig.10)a) Use Magnify to erase the top of this circle and the bottom of the inner rectangle. You now have your "U".

Fig.10)b) Select the Paintbrush icon, and, making sure the current pattern is solid black, click inside the 'S' and the 'U'. They will be filled in.Now for the rest of the logo.

Fig.11) Using BOX, draw four rectangles around the "SU" like this.

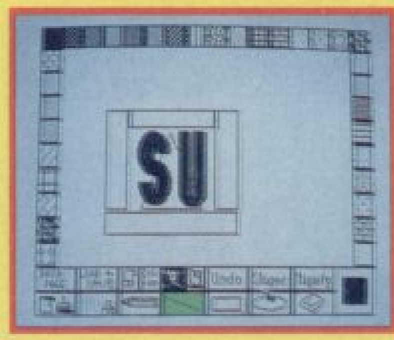
Fig.12) Using the LINES option, draw a triangle on top of the "SU".

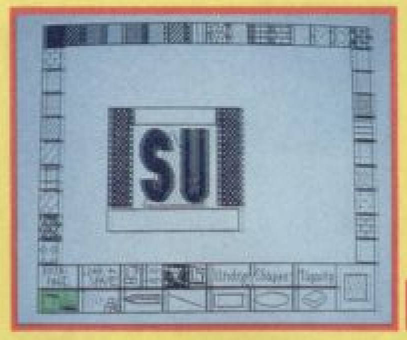
Fig.13) Now click on the pattern shown, to select it. Click on the Paintbrush icon, then fill in the two side boxes. Select a lighter pattern and fill in the triangle. As some areas of the triangle are boxed off with the letters, you may have to click several times on different parts of it. Make a mistake and you only have to click on UNDO.

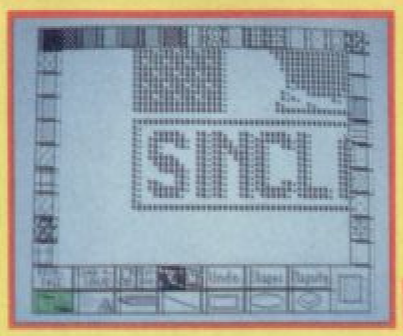
Fig.14) It's time to put some writing in. If you like, you can use your fonts for this (PROCEDURE FOR USING FONTS EXPLAINED ON GREAT 8 PAGES). To keep it simple we're going to draw ours in using Magnify. Zoom in on the bottom rectangle and ink in the words "SINCLAIR USER" like shown.


10b

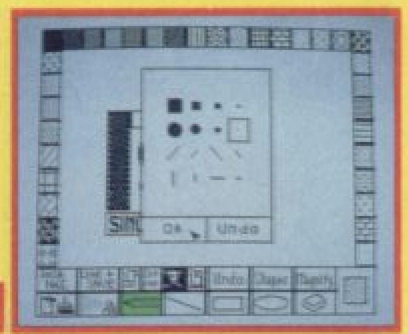

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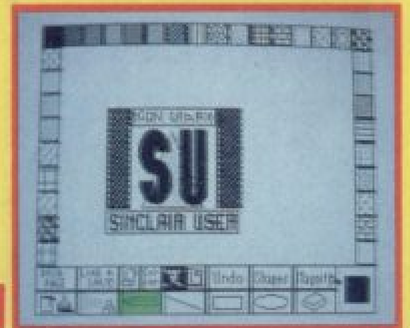

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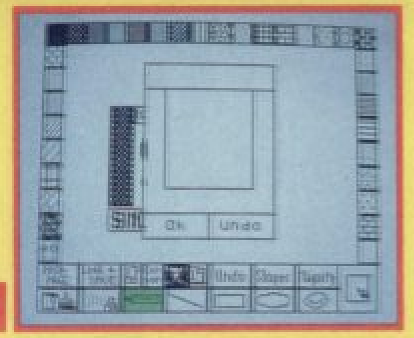

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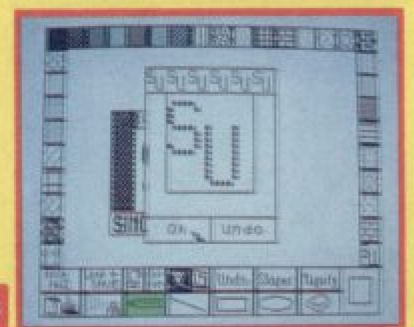

14

FOLD


15


16


17


18

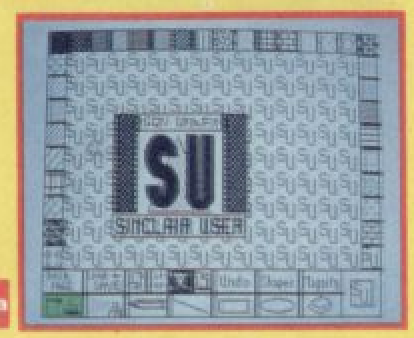

19a

Fig.15) In the top box, we're going to write "Icon Graphix". Once again, fonts can be used (explained on Great 8 pages) but this time we're going to write it in by hand. Select the Felt Pen to do this. Then click on Shapes and make sure the smallest brush is selected. Click on OK when selected.

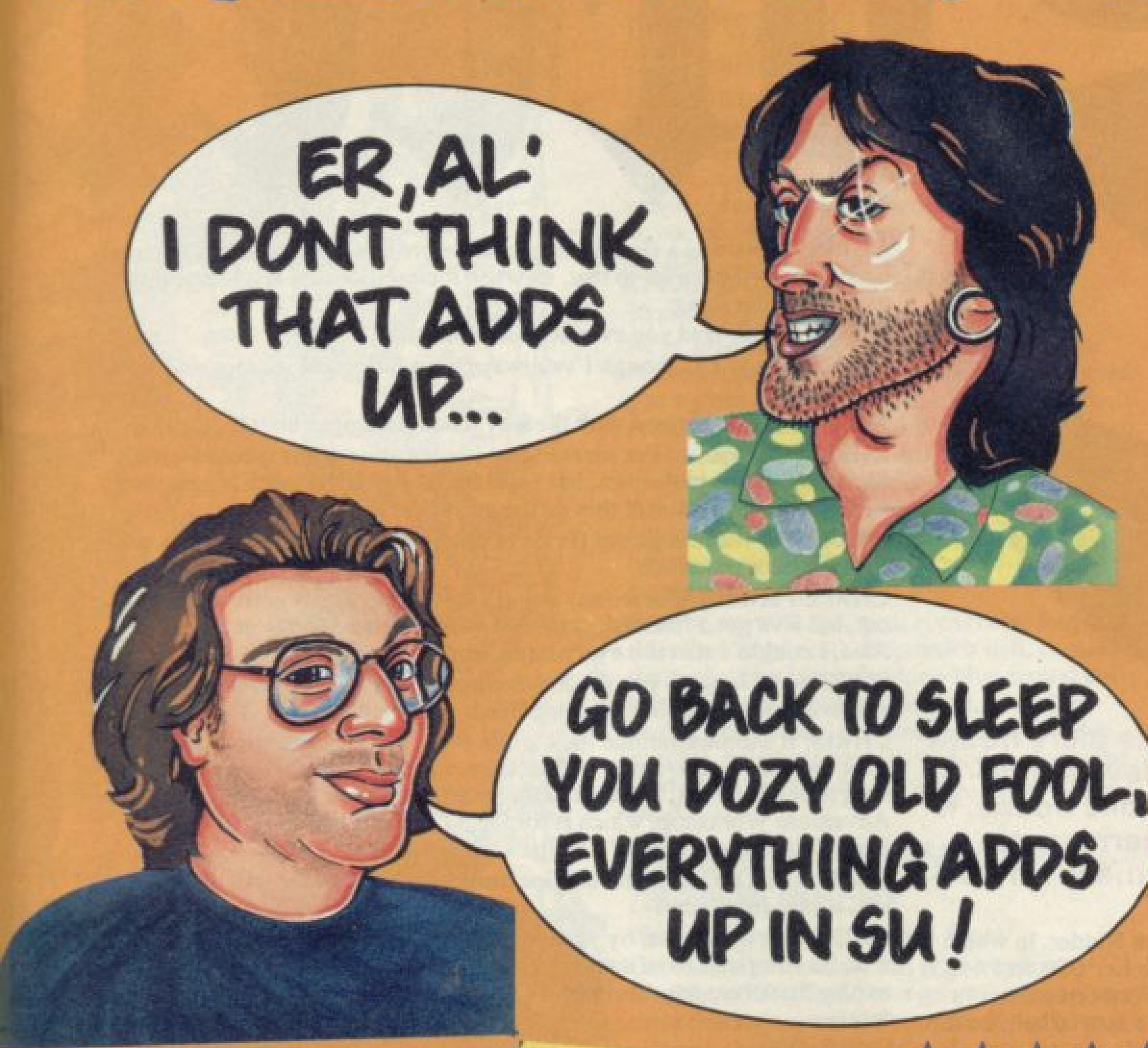
Fig.16) Go up to the top box and write the words in. This is a lot easier with a mouse. It doesn't matter if it looks scribbly. If it's too unreadable, go to Magnify and tidy the letters up! (Make Sure the pattern is solid black). That's the logo finished, now for the background.

Fig.17) How about a background full of the letters "SU"? No, you don't have to write it out a hundred times. Simply re-edit a pattern. We'll re-edit the blank white pattern. So click on that, then click on the pattern box in the bottom right-hand corner.

Fig.18) An editing screen will come up. Fill in the pixels to look something like this, then click on OK.

Fig.19) a) Using the Paintbrush option, you can now fill in the rest of the screen with SU's by clicking anywhere on the screen other than inside the logo. (NOTE: It is advisable to zoom in to the SU logo and join up the end edges of the bottom rectangle with the main part of the logo. This will stop the SU pattern from getting inside the logo when being filled.)

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Sorcer

Greetings, mortals. As I write, it is mere hours since I helped our team to achieve a stunning triumph in a quiz at the local public house. It is not often that we win quizzes (governments come and go between victories), so these rare occasions have to be celebrated.

Who played Lois Lane in the Superman films? Margot Kidder. In which year did David Bowie reach the number one spot with Let's Dance? 1983. Which team won the Rugby League Challenge Cup Final three times in the 1960s? Wakefield Trinity (I'll admit to receiving a spot of help on that one). These, and other answers, helped us on our way.

But for more trivia, I could ask you "who is the editor of the magazine Adventure Coder?". The magazine covers all aspects of writing adventures and the answer, to save you looking it up in a previous issue, is Chris Hester.

Recently I had the opportunity to put a few questions to the lad himself, and I began by asking him "What made you start Adventure Coder?"

CHRIS: There was a similar magazine before called Adventure Contact. I used to contribute a lot to that, so when it closed down I felt I should try to do a similar thing.

SORCERESS: Had you ever done anything like it before?

CHRIS: Not at all, 'though I've always been interested in magazines and writing.

SORC: Are you pleased with the way it has developed so far?

CHRIS: Yes and no. I'm pleased that it's not gone under when material for it was sparse in the past, but I still feel it should be much bigger than it is. Contributions are still thin on the ground.

SORC: Will the free games (Pride of the Federation was given away with a recent issue) continue?

CHRIS: I actually lose money doing a free game, and it costs more to post out, but I've got a free disk crammed with programs in the next issue. Alas, I couldn't afford it every issue - they're a one-off.

SORC: How long do you think Adventure Coder can survive, and would you ever consider doing anything like it again?

CHRIS: It should continue for a while - I've an on-going article to write your own adventure-writer in Spectrum machine code that'll last for a long time yet. If not, I'll have to merge Coder with my other magazine, Adventure Workshop, which is for the ST, Amiga and PC. That evolved from Coder anyway, so it'll be back to square one!

SORC: What do you think the Spectrum adventure scene will be like in, say, a year from now?

CHRIS: It's dying year by year. However, a lot of people who've bought a 16-bit computer have then bought a Spectrum emulator to enable them to play Spectrum adventures! So the market could continue in that way forever.

SORC: What is your favourite Spectrum adventure game of all time?

CHRIS: I'd have to go for Twin Kingdom Valley, for the clever graphics.

Each issue of Adventure Coder costs £1.25 by second class post (£1.31 for the luxury of first class, or £1.42 for seamail for overseas customers), and is available from Chris at 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Next issue we're back to the normal round up of news and views, so until then...byee!





Witts End

MUTANT

(more objects and their uses):

Use the bone as a fish hook, don't go up to the mountain until the clothes have dried, use the twine as a fishing line, use the worm as bait. Drop the fish outside the mutant's cave to entice him out and then go to the scree above the cave and send a boulder crashing down on him using the car jack. The paper is the mutant's will, and the gold medal is to be worn because you deserve it... the end!

ECLIPSE

(more objects and their uses):

Use the glue to repair the crack in the space helmet, read graffiti and obey nature, wear the space suit and the space helmet in the spacecraft

AFTER you have repaired the helmet, insert the computer disc to activate the on-board computer, after repairing the broken lead you should aim the laser gun and fire it at the alien screen... the end!

THE BALROG AND THE CAT

(people you will meet):

The cat - completes the game. The troll - hide in cart to pass. The donkey - moves the cart if threatened. Carter - ignore him until you have the silver coin. Rabbit - hungry guide. Registrar - wants signed form. Balrog - plays the game and wants £2.49 for it! Boy - swaps pencil for tips. Gypsy - says hi if you have silver. Rat - reveals secret if fed. Elf - satisfy the registrar first. That takes care of everybody!

GOLDEN PYRAMID

(more objects and their uses):

Tie the snakeskin to the hook and throw it to climb out of the snakepit (and also to climb the oily tunnel in the pyramid), use the falcon's feather to open the door to the pyramid before giving it to the witch doctor, throw the flesh into the steel trap. The brass key is not needed, you will need the torch in the pyramid and you should light it at the fire, you can eat the fruit if you get hungry, shake the air duct to dislodge dirt.

Sail the raft across the underground lake and wait for the tribesmen to appear, on return you should dismantle the raft to get the round logs to act as rollers. Insert the logs under the slab so that you can push it over the floor of spikes, and the crate (which contains a map of the quicksand) can be smashed by burning the rope holding the rock above it... to be continued.

SPYTREK **(from the start):**

Lift lid, close curtains, examine suit, talk to driver, examine inside pocket, get wallet, examine wallet, get pill, swallow pill. Open briefcase, get wig and wear it, get beard and wear it, pull grating hard, enter hole, w, read sign, press button, e, e, sit on conveyor belt, examine tramp, read sign, give pound coin (do this SEVEN times altogether!).

Get key, get umbrella, examine umbrella, e, buy crisps, onion (sic!), get crisps, open crisps, get onion, get passport, w, n, show passport, n, examine aeroplane, enter plane, w, open drawer, get knife, e, e, peel onion, w, leave... to be continued.

GROUND ZERO **(from the start):**

Exam ornaments, get keys, s, u, n, open wardrobe, get banknotes, s, w, exam chest, get radio, e, d, open door, w, close door, lock door, n, n, n, e, e, e, drop banknotes, e, give radio, get loaf, w, w, w, w, s, s, s, unlock door, open door, e, open cupboard, get knife, cut loaf, drop knife, s, w... to be continued.



Getting you Started

THE PYRAMID

(from where we left off last time):

Enter Sarcophagus, w, w, fill bottle, wet blanket, board boat, s, crawl s, get body, n, n, examine river, throw body, get pearl, wet blanket, board boat, e, e, e, s, s, w, up, up, w, drop ring, drop sceptre, drop pearl, e, down, down, e, e, pray, w, w, up, up, w, w, ride horse... and that's it!

ENERGEM ENIGMA

(from where we left off last time):

N, in, examine table (reveals a hungry lighthouse keeper), give witch (to keeper, who gives you a glass paperweight), u, u. open cabinet, press green (button), press black (button - green crystal detected), close visor. Examine light (it's the green crystal), get green (crystal), drop lantern (or the keeper will take the crystal off you when you leave the lighthouse), down, examine beds, examine toolbox, get screwdriver, d, out, blow (up) beach ball.

S, w, w, w, w, s, s, s, w, s, e, examine ledge (there's a large nest), drop beach ball, press blue (button), press black (button - blue crystal detected), put paperweight (in nest, to fool the eagle), close visor, examine egg (it's the blue crystal), get blue (crystal), w, n, e, n, drop blue (and green crystals by the well)... to be continued.

THE GREAT PEEPINGHAM TRAIN ROBBERY

(from where we left off last time):

Get medicine from doctor, e, give gown to Blunders, "Blunders, wear gown", w, s, w, w, w, enter limousine, wait (three times), ne, w, nw, w, w, se, station master Mundle sent me, ask stationmaster about robbery, get lantern (stationmaster gave me lantern), return to village. Find tourist, give book to tourist, "tourist, give me mattress", return to station, light lantern, enter tunnel, n, n, get habit, return to crossroads, nw, enter bushes.

N, examine sacking, get clothes peg, return to grocer's, buy tin, w, n, w, wear peg, open tin, examine dustbin, get cheese, go to inn, drop all except money and can, pay innkeeper, w... to be continued.

PRIDE OF THE FEDERATION

(from where we left off in part three):

Examine lectern, get meter, w, s, get battery, put battery in meter, n, drop all, w, get all, wear suit, say "close inner door", say "open outer door", w, say "close outer door", spray aerosol (four times), say "close outer door". Remove space suit, drop suit, drop can, say "open inner door", w, se, w, strike knob (ouch! Extinguisher puts out fire).

Drop extinguisher, s, w, w, w, get meter, n, n, get wire, get screwdriver, s, s, e, e, examine plant, get cane, e, n, unscrew burnt wire, attach red wire, drop screwdriver... to be continued.

SUBSUNK

(from the start):

E, s, e, e, e, get stethoscope, w, w, examine holster, get bullet, s, e, drop stethoscope, e, e, get gun, load gun, w, w, w, examine desk, open drawer, get paperclip, n, w, get strainer, wear strainer, w, s, pick lock, drop paperclip, get bottle, n, n, w, n, jump, get key, get coil, s, open locker, fire gun, drop key.

Drop gun, n, e, up, get aerial, d, e, e, n, e, e, get knife, e, get beaker, w, w, s, push button, n, get toolbox, w, drop toolbox, open toolbox, get sucker, s, w, w, s, w, drop coil, drop aerial, e, e, drop knife, w, s, w, open cupboard, get broom, get vacuum, e, e... to be continued.

Letters

Jamie Cook, from the big city itself, London (NW7 - there's an observatory near there, I remember it well!), writes: In the game Sinbad and the Golden Ship Part Two, I'm having trouble dealing with a giant snake. How am I supposed to get past it?

* *Not one of the more obvious solutions, this one. You need to examine the snake, then examine its tongue, and then tie a rope to its tongue (like you do - snakes just lie there and let you attach ropes to their tongues - I've seen it all in David Attenborough documentaries). Pulling on the rope deals with the snake, and then you can examine the tongue again to discover a gem. Untie the rope and you're on your way.*

Shaun Morris, from just outside Bradford, writes: I've been playing 'Thief' recently, and have stumbled to a halt. There's a tabernacle, which I presume you're meant to open in some way or another, but I can't get into it. Is there a key somewhere, and if so, how do I find it?

* *There is a key, and you get it by the disreputable method of getting Father Cash drunk. In the pub you will need to ask the barman about Father Cash to get the information that he usually sticks to minerals. You should then swap your jacket for some overalls, wear the overalls, and enter anything until Father Cash arrives. When he does, buy him drinks until he staggers to his feet and leaves, then you can go north and find him again and take the small key from him.*

Linda Walker, from Ipswich, writes: Fairly near the start of Secret Mission (I'm not really very good at solving adventures but I enjoy playing them!) you have to operate a yellow button. Unfortunately, it's locked, so I suppose you have to find a key for it. Any offers?

* *Not very good at solving adventures? I bet you're a genius on the quiet. Anyway, yes you do need to find a yellow key, and to begin with you must be carrying the visitors' pass. Then, you must show it when you're in the white room in order to get into the visitors' room. Once you've done that, you'll have to perform a spot of vandalism and break the window with the tape recorder. Show your window maintenance pass and you'll be allowed to go to the window where you will find the yellow key on the window ledge.*

Tom Wilson, who hails from Aberdeen, writes: In the game Ten Little Indians, I gather that you have to have a brass key (this is obviously a "key" issue of the magazine! Sorceress) to open a door. However I can't find it! I've been everywhere (I think!) that I can think of, but there's no sign of it. Can you please help me to keep my sanity by telling me where the key is?

* *Play adventure games and keep your sanity? No chance of that, I'm afraid! Anyway, to find the brass key you have to go to the railway station and find platform one, then go down onto the railway line to find a spanner, up and east to a waiting room, north twice to a country road, and, although no exits are marked, you should go east twice to a muddy river bank. Searching the river bank will reveal some mud, and you can examine the mud to find the brass key. This is one of those games where not every exit is marked, so it pays to examine things twice.*



THE S.U GUIDE TO PLAYING AND W

First of all, what are adventure games? If you've never played one (you sad person), adventures are games that require the player to use a lot of thought, logic and reasoning to solve the puzzles programmed into the game by the author. The manual dexterity and fast reflexes required of most arcade games are completely redundant in adventure games.

This is one reason why these sort of games are so popular with adults, who make up the majority of adventure players. However, if you've got an inquiring mind and some time to spend anyone, even you, can play adventures and join the growing number of enthusiasts in Britain.

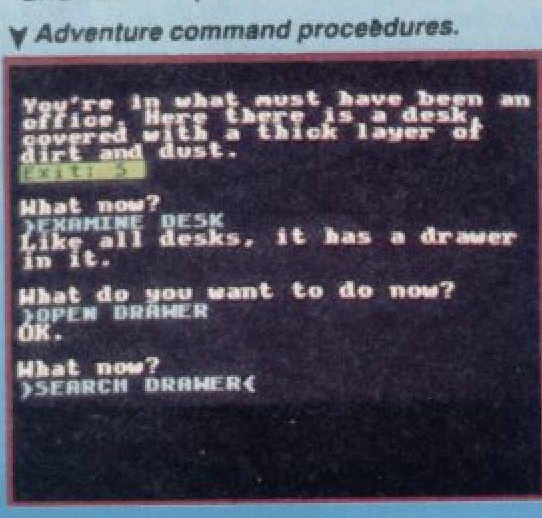
Although some adventures have graphics of some sort most are text-only and these are the ones we'll deal with for this feature. On screen you will see, in the top half, a description of the 'room' or 'location' you are currently in. This will include the 'exits' through which you can move to another location, given usually as compass directions, objects which form part of the location and other objects lying around that you can pick up and manipulate.

As you move in one of the directions described, eg. North, the location description will change, either by scrolling up the screen or, as in most adventures these days, by the new location description appearing in the text 'window'.

The idea of an adventure game is to solve the problems, puzzles and situations posed by the game as you progress through the adventure to the eventual goal. Hopefully these puzzles will range in difficulty from easy to hard, providing the player with plenty of mental stimulation, which is what adventure playing is all about.

Adventure games can be set in all sorts of different scenarios, but the two most popular are fantasy (eg. Dungeons and Dragons) and Science-Fiction (eg. our own Starship Quest). The majority of Spectrum adventures are 48K and only have one part, but there are also lots of multi-part adventures available in 48K and 128K-only versions.

▼ Adventure command procedures.



MAP PROCEDURES

Before you sit down in front of your Speccy to play an adventure, equip your self with a pencil, eraser and plenty of paper. This so that you may draw a 'map' of the adventure as you move around. A typical adventure map is illustrated below. This is actually a map of the mini-adventure I will be instructing you how to write in this very article.

When drawing a map you should make squares as small as you can, according to how small you can actually write. A lot of adventure players even draw themselves a sheet of squares which they photocopy over and over to provide mapping paper. I myself do this using 10mm squares separated by 5mm gaps. As you move around the adventure, write in the boxes a short location name and any objects or characters you see there. Where there is an exit via a door that is locked, I draw a 'bar' across the exit line in a different colour to indicate a locked door. But you will certainly develop your own ways of indicating such features on your own maps.

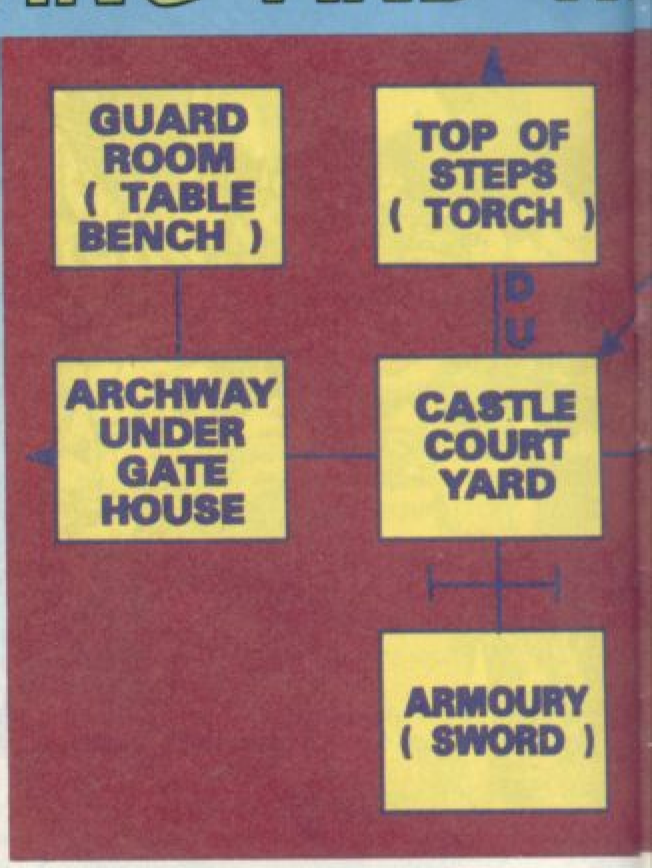
MANIPULATE YOUR SURROUNDINGS

In all adventure games, you play by entering commands to manipulate objects and interact with characters, etc. You move around the locations by typing in compass directions, eg. N, E, S, W, NW, SE, etc. although in a very few games - eg. my own adventures "Magnetic Moon" and "Starship Quest" - nautical terms are used in parts of the game. (Starboard, Port etc.)

Most adventures accept VERB-NOUN inputs, eg. GET SWORD or WEAR HELMET, but the modern, highly-sophisticated adventure writing utilities allow full English sentences to be inputted and understood by the computer, eg. GET HELMET AND WEAR IT THEN DROP SWORD AND GO NORTH. They also give the programmer the option to require the player to input multi-word commands that include adverbs, adjectives and prepositions! An example of such an input would be PUT THE BLUE BALL CAREFULLY INTO THE YELLOW BOX.

Three important verbs that are used in nearly all adventure games are EXAMINE, SEARCH and LOOK (the latter often used with a direction eg. NORTH, or a preposition eg. IN, AROUND or UNDER). When you have found an object and have picked it up, the first thing any adventurer will do is EXAMINE it to find out if there is anything unusual about it.

Some objects described in the location texts will be static, eg. a wardrobe or a bed, which you would not normally be able to pick up. This means that they have been put there for a purpose. You would normally SEARCH WARDROBE



(often after first OPENing it if closed) to see if there is anything useful inside. You would LOOK UNDER BED to see if there is anything hidden beneath it, and so on. It just takes a little thought to work these things out as they are basically common sense actions.

CHARACTERISTIC CHARACTERS

Most adventures will have characters in them, either static ones who stay in the same location all the time, or PSI's - PSeudo Intelligent characters. These move from location to location, often independently of the player's inputs and actions. You can usually converse with these characters using the verbs TALK, SAY, ASK or TELL, and you will have to GIVE them objects or perform tasks for them. When conversing with characters, it is often necessary to put the speech in quotes, eg. SAY TO KING "HELLO", if you want the program to understand what you are inputting.

Some adventures are written with beginners in mind, others for the more experienced adventurer. The most basic of all puzzles is the locked door, where you have to find the key to unlock the door and thus open it to allow you to proceed into new locations. This key will be hidden somewhere and you may have to perform all sorts of tasks before you obtain it. Many puzzles will involve situations where you have to perform a task within a certain number of moves.

Death comes in all shapes and forms in adventure games, but, unlike most arcade games where you would have to restart from scratch, adventure games allow the player to SAVE their current game position to tape or disk at any stage and reload it after the player is

WRITING ADVENTURE GAMES PART ONE

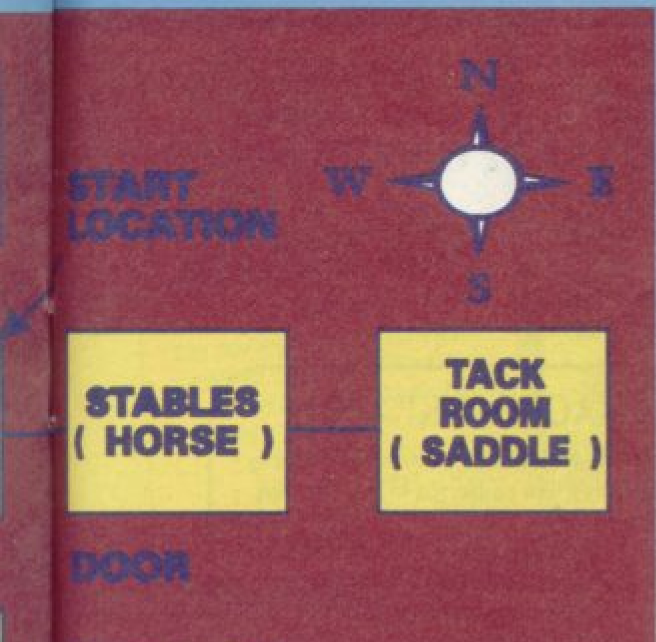


Figure One
The first few locations of a typical adventure map.

'killed' as well as at the start of the next playing session. Most adventures these days also have a RAMSAVE facility, whereby the player's position is saved to memory. This is particularly useful when you think that going in a certain direction or performing a particular action will result in the 'death' of the character.

STIMULATING INDEED

A good adventure game should stimulate your mind and make you want to go back to it time after time to try to solve it. As mentioned above, you can save your game position to tape or disk at any point during the game, and this is very handy when you have become 'stuck' at a certain point in the adventure. I have found that turning the computer off and doing something else while thinking about the problem you are trying to solve is more productive than sitting and staring at the monitor screen.

You do, however, tend to get very odd looks when, having had a brainwave and realized the solution to a perplexing problem, you exclaim "Ah! THAT'S how you stop the dragon eating the fairy princess!!" out loud on a crowded bus whilst on your way to work! Believe me, I've actually done it!

There can't be many adventure players who have not, at some stage, expressed the wish to write their own adventure game. Up to a few years ago, the only adventure games you could buy were produced, like arcade games, by big commercial software houses. Then came the advent of the 16-bit computer and, at around the same time, Role-Playing Games, or RPG's, started to really take off.

The traditional text-only or text-graphic adventure games became fewer and fewer as the commercial adventure software houses all abandoned 8-bit computing and switched to 16-bit hardware and RPG software. Luckily, at around the same time as this was happening, two software companies released adventure-writing utilities that would enable anyone with the desire to actually produce their very own adventure game. These utilities were "THE QUILL" by Gilsoft and the "GRAPHIC ADVENTURE CREATOR" (or "GAC") by Incentive.

HOMEGROWN ADVENTURES

These utilities opened the way for ordinary adventure players to write their own adventures - and write them they did! The 'home-grown' adventure market has kept 8-bit adventuring alive, especially on the Spectrum, and there are literally hundreds of titles available for an average price of around £2.50 each.

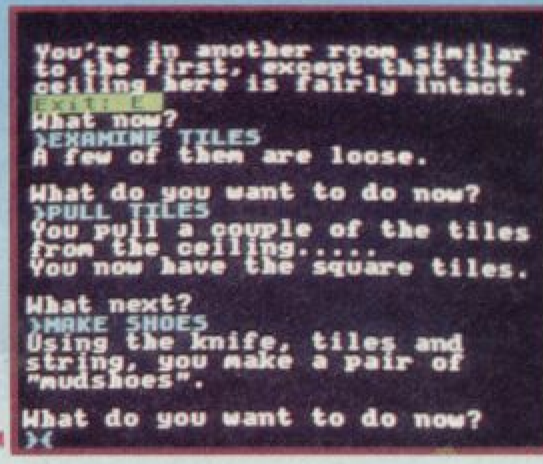
Home-grown adventure games are available only through mail order, and the 'companies' that sell them are usually only one-person (or family) operations working from their homes, eg. Compass Software (run by Jon Lemmon), River Software (Jack Lockerby), Delbert the Hamster Software (Scott Denyer), my own Fantasy and Sci-Fi Adventures (FSF), The Guild (Tony Collins) and the daddy-of-'em-all, Zenobi Software, run by John Wilson.

These days, Zenobi specializes in publishing adventures written by amateur authors who don't want the hassle of selling their adventures. They currently have over 100 adventures on their lists.

GAC is no longer available commercially, and The Quill has been superceded by the "PROFESSIONAL ADVENTURE WRITING SYSTEM", which is know as PAW. This excellent utility is still available from Gilsoft and details are given below. I myself use PAW to write my adventures and I have found over the past three or four years that many potential adventure authors have been put off writing an adventure using this utility by the apparent complexity of the instruction manual.

While I myself, having started adventure writing on the BBC using The Quill, had no trouble understanding the PAW manual, I do believe that it tries to

Adventures commands have logical (or sometimes seemingly illogical) outcomes.



teach you too much, too soon. The mini-adventure it contains instructions for contains two PSI's and also gives details for producing a graphic picture to illustrate one of the locations.

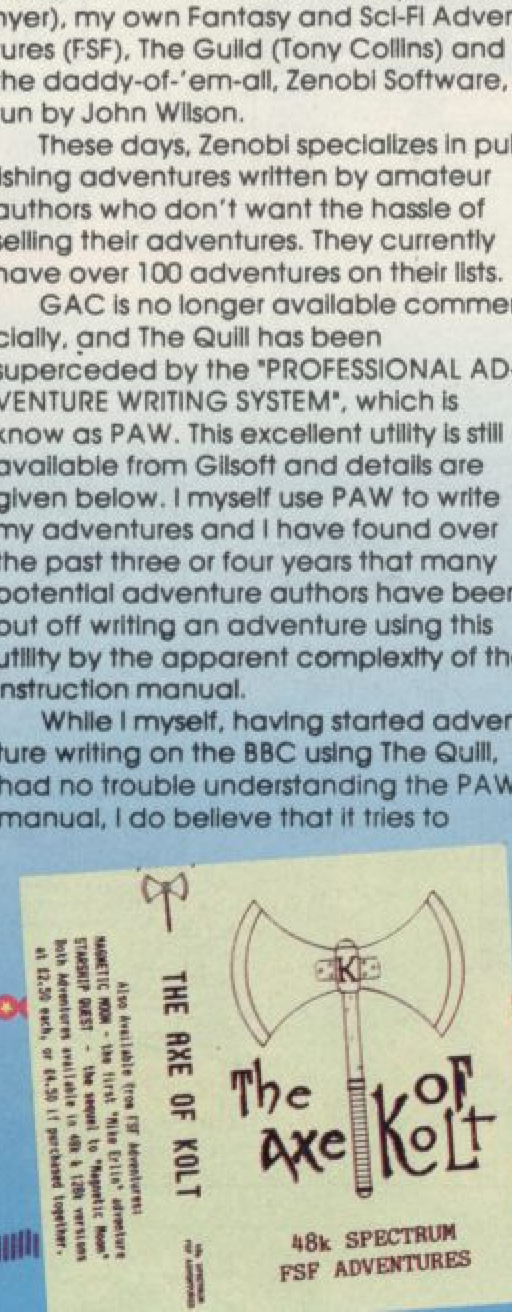
I will state at this point that I think that graphics, specifically location graphics, are a waste of time for this type of adventure and I will not be refering to them at all in this series. Over the next few months I will be giving instructions on how to write a small adventure of just eight locations, but including some techniques not mentioned in the PAW tutorial game which I think are more appropriate and useful to the beginner.

First of all, however, you must get yourself a copy of PAW. You can obtain an original copy of PAW from Gilsoft, 2 Park Crescent, Barry, South Glamorgan, CF6 8HD. The tape version of the utility is available in a starter pack, costing £9.95, which consists of the PAW tape, the Tutorial Manual and the Quick Reference Guide (listing all the "conducts" the program uses). This contains all you need to produce a basic adventure. Disk versions of PAW are available on 3" disk for the +3 (and on 3.5" disk for +D interface owners) at £20.95, but this includes the PAW "PTM" user overlays which are available on tape in the PAW Technical Pack at £8.95. If you already have a tape version of PAW, and wish to upgrade to a disk version, you should return the CASSETTE ONLY to Gilsoft with a cheque/PO for £5.50 for a +3 version or £4.49 for a 3.5" +D version. All prices quoted include P&P.

You can, of course, buy a second hand copy of PAW, but if you do ensure that all the manuals are present, especially if it includes the PTM User Overlays and that the version you are purchasing is one of the later versions, ie. A14 onwards. The earlier versions are lacking in certain features.

Next month we'll be starting on the adventure writing side of things, so until then, b-bye...!

By Larry Horsfield



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GAME: Bangers And Mash **LABEL: Alternative** **MEMORY: 48K/128K** **TAPE: £3.99**

Bangers & Mash



Ed Laurence

I'm not as keen on this game as Marc. It's a bit Biffy for my liking, fun for younger gamers but it may not have as much lasting appeal amongst more mature players. I suppose it's good for a laugh though.

Scores

GRAPHICS	80
SOUND	79
PLAYABILITY	85
LASTABILITY	81
OVERALL (Marc Richards)	80%

Bangers and Mash is a simple yet very satisfying meal. The mixture of sausages with mashed potato was an inspiration, and will fill even the most hungry appetite. Oh, the game! Sorry, got a bit confused! Well, it's just as good as its edible counterpart, if not better.

Don't you think monkeys are cute? They've got cuddly coats, big, funny ears and deep, sad eyes. Aah, dunnit make you sigh?! But they're also rather naughty. Just look at Bangers and Mash. Although they appear to be cute, cuddly creatures, lurking behind that innocent facade are two very mischievous little apes.

In fact their mother has got completely fed up with them and sent them out into the forest to collect as much fruit as they can find for the pie she's making. Lazy old cow.

To protect Bangers from the creepy crawlies, Mash has made an inexhaustible supply of mud pies to throw at them while Banger's job is to actually collect the fruit for his mum. But, being the cheeky monkey he is, he's got lost and fallen down a tree trunk, leading to the dangerous side of the woods - and Mrs. Snitchnose's lair. Yes, it's all a bit unlikely but that's the way it goes.

Mrs. Snitchnose is a witch (so whoever married her must have been under one of her spells), and to show how evil and vindictive she really is she's got all her wicked followers out to stop the chimp - from hedgehogs to ghosts to beetles. To be honest I never thought they had it in them.

Watch out Bangers! She's behind you!





Bangers is in for a fruity time on this bonus screen!



Grab your joystick and become Bangers, as you guide him around a vertically scrolling maze, collecting fruit for his mum, and dia monds for himself.



This is the house that Jack built. He ought to stick to window cleaning in my opinion.



That cheeky ghost has just tweaked Bangers' nose. Swine!





The mudpie headed right for the ghost. But went straight through. Tsk.

I actually really took to this game. It's a good, old fashioned platform romp, which sounds good to me! BAM is like Edd the Duck, but with a monkey instead of a bird, set in a forest instead of the BBC studios and collecting fruit and diamonds instead of stars. This alone makes it a highly recommended title.

Graphic-wise, it's very colourful and well-defined, if a little blocky. The only problem is that Banger's sprite is 'transparent', adopting whatever colour the background is. This means that sometimes it's hard to make out exactly where you are. There are nice sound FX and a catchy title tune too, so your ears aren't left out of the fray either.

Bangers And Mash is a very addictive and playable game - detection is quite accurate and everything moves around very smoothly for a budget game. Bangers and Mash contains that "just one more go" element that makes you want to come back for more and more until you've collected every last piece of fruit.

budget review

PLAY THAT FUNKY BEAT

Yo SU, get down, I got somethin' to say,
And if you're gonna' read this, you're gonna' get it my way.
My rap's about these poor, sad fools,
Who try to make out that the Amiga's cool!
Now we all know that's a load of crap
And we can prove them wrong with the help of this rap!
I need from you 3D Construction Kit.
Yeah, that would show those brainless gits!
That I could make stuff better than their games,
And all Amiga owners would be put to shame!
So with my Speccy no-one will try to slag me down
And all th'Amiga owners will get outa' town.
Cos anything th'Amiga can do the Spec can do better,
And now Spec-chums that's the end of my letter!
PEACE TO ALL SPECCY OWNERS!!!!
Ice Taberham, Nottingham.
PS. If 3D C.K. is too much to ask,
Bak To Skool or WWF would sure be class!



- *Nice rap there, Ice, I was sure impressed.
As yet that ranks as one of our best.
The trouble with 3D Construction Kit,
Is it's a lot, lot better on 16-bit,
So if you showed them the Speccy release
Their respect to the Speccy would only decrease.
And to impress, unless you are a fool,
You do not show them Bak To Skool.
But we fully understand the probs
With Amiga owners' big, loud gobs.
To stop them boasting would take more than magic,
The way they treat our Specs is truly tragic.
There ain't a lot you can do to stop 'em -
I'm afraid you just have to sit and cop 'em.
But we hear what you're sayin' - we are not deaf,
So we'll send you a copy of WWF!
(Reply by Ice D. Richards - Who will never make a career as a rap artist. Add a "c" onto rap and you'd never know though.)*

UNGODLY ACT

Dear Suck Up. I am God. Yes, really, I am God. I am writing in to you as a last resort. All the praying channels in Heaven are clogged up due to the Chapman family. They pray all day and night for you to give them copies of Rodland, Lemmings, WWF, and if you can squeeze them in, Final Fight and Silkworm. If you don't, you may regret it in the very near future. Heaven was supposed to be a place to pray, to rest in peace, but now it is a complete and utter shambles. So please bring tranquility into our lives and send the Chapmans these games.

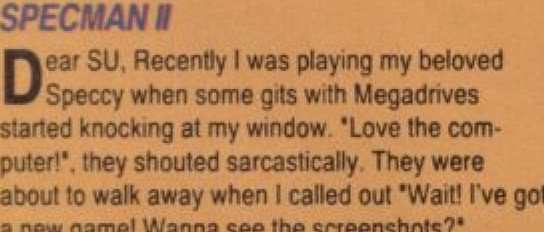
Yours hopefully
God, Heaven.
PS We get the mag up here and we think it's BRILL!
PPS We use YS as toilet paper.

- *Oh dear. I never realized God was such a sad git (aggh, cries of protest from the council of churches - we don't mean it, honestly). As you said, you are God. So you can do anything you want, including making Speccy games appear. God never has to beg to people for help! People are supposed to beg to him! God knows how you managed to buy a copy of SU in Heaven (which is quite funny seeing as you are God and could quite easily make the mag appear as well). Also, if you were God you would have signed your name with a gold pen - not a 17p black Biro from Spar. And I never knew God's address was Ealing, London. Or that dead people had to wipe their bottoms. I detect lies! Something that God wouldn't do! But I like your idea of using other mags as toilet paper. They're soft, strong and very absorbant, right up everyone's alley, in the words of the great Blackadder! Listen though, if you really are God, solve the situation in Sarajevo and I'll send you some software.*



SPECMAN II

Dear SU, Recently I was playing my beloved Speccy when some gits with Megadrives started knocking at my window. "Love the computer!", they shouted sarcastically. They were about to walk away when I called out "Wait! I've got a new game! Wanna see the screenshots?"



Spectrum crash. No other machine could crash as beautifully.

They came to the door and I showed them some screenshots from a brill SU covergame. "Where the hell's the main sprite?!" they said. This got me very angry, so, when their backs were turned, I cracked them viciously over the head with my Speccy. This was great fun, so I decided to become the "SPECCY-SAVER". I would fight and stick up for the Speccy and its crucial mag (SU of course). My Speccy and I battled furiously, wiping out all the big-headed game console owners. Once, we fought a really arrogant Neo-Geo user, and gave him such a whack that the disc in my +3 Speccy broke when I hit him with it. Now I only have one Speccy disc left.

My tape socket has broken as well after all that bashing, although there was no cruelty to my Spec as it was prepared to sacrifice its numerous add-ons to save the Spec-clan. So now my Spectrum and I cannot rest after a hard day's bashing by playing some games, and all my money is used on plasters and Spectrum repairs. So, you being a Speccy mag (and a mega funky one at that!), I thought maybe you could help me in my fight to save the Spectrum by sending me ANY Spectrum +3 disk software except for Terminator 2 which is my other disk. Please help.

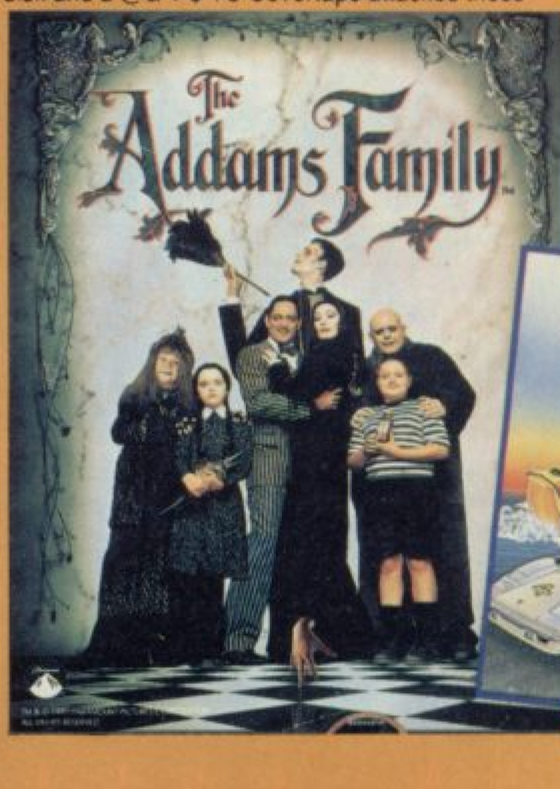
Kev McKeown (The Speccy-Saver), Belfast.

- *If you want to save your Speccy the last thing you do is smash it to pieces. You Speccy murderer! And why didn't you show the MegaDrive owners the T2 screenshots? That would have silenced them! I'm sorry, but you don't save something by demolishing it. However, I do think your heroic +3 deserves a treat, so we'll send you the crappiest piece of +3 software we can find! (Spec-Saver indeed! Tsk.)*

TAPE BUSTERS

Dear SU/CRASH, I am writing to you in a state of complete and utter shock. My two only games have just been taken from me in a totally nasty manner.

Outrun Europa and The Addams Family were waiting quietly in my drawer when suddenly an Amiga disk and a @&^!*$ YS Covertape attacked these







poor, defenseless tapes who were quickly beaten in a matter of seconds. All that is left is a mass of smouldering tape, cardboard and plastic. You are my only hope.
Daniel Hunt, Manchester.

- *Yes, an interesting story there, Dan. I never knew tapes and disks were alive. Still, it's happened now and that's that. We can't turn back time. The trouble is, Dan-the-Man, you haven't actually specified what exactly you'd like us to do, so how can we help? We can't repair your games and I'm afraid there's nothing we can do about either Your Sinclair or Amigas. We're all stuck with them. What a bummer, eh? Life goes on, Dan, and you're just gonna have to put up with it. (No, we're not going to send you Outrun Europa or Addams Family. Surely you could have protected your games instead of just standing there watching.)*



CUFFY BEARS ALL

Dear Al, (Oh Wise and Benevolent One). Hi! I'm Cuffy the Bear - 3 feet of smooth, cool teddy bear (see enclosed pictures). (Oh dear, oh dear - Ed.) I run a disco for kids, amongst lots of other activities, all in the aid of charity. Now Mike, my human friend, has a Speccy +2A, which I use as a prop for some of our charity shows. Being a bear, I have great difficulty in getting shop assistants to understand me when I try to buy software, so please, please, please help a desperate bear by sending me an art proggie, or something like Sim City.
SU is BEARilliant, SU-BEARb and a real BEARgain every month.
Peace on you (repeatedly),
Cuffy.





- *Oh dear, oh dear, oh dear. How completely sad. An SU reader who thinks he's a bear. Oh, as I say, dear. I've heard of sex changes but not species changes. And look at the photos! It's almost too sad for words. But he's very popular with the kiddies I see, and does a lot of great work for charity, so it's not such a bad thing after all.*

- *Anyway, Cuffy, here's a step-by-step guide to buying software. 1) Get SU every month so that you know what to get and what to steer well clear of. 2) Choose some software that you wish to buy. 3) Go to your local software emporium. 4) When you get there, find that they only sell Nintendo and Sega games and that they've totally forgotten what a "computer" is. 5) Go to your local greengrocer's. 6) Find a large, dusty old box in the corner bursting with bargain Speccy software. 7) Search for you desired game. 8) If you find it then buy it (go to ten). 9) If not get a different game. 10) Go to the person behind the counter, who will look at you really strangely, as if you are a bear in fact. 11) Pay for your item. 12) On your way out, turn down the grocer's offer of a kilo of strawberries for just 56p, go home and play your game. There you go - simple! As for your request for an art prog. what do you think we are? A charity?! Actually, we are - check out Icon Graphix 128 on last month's Great 8 covertape. It s brill.*

GAME FOR A LAUGH

Dear SU, In the last issue of CRASH, I saw a review for a brilliant game called Danny Duster's Dirty Deeds. They said it was probably the best game ever out for the Speccy, and it looked fab. I've been looking everywhere for a copy, but just cannot find it. So, pur-lease could you send me a copy?! Go on - after all, you're now SU incorporating CRASH.
Matt Ashley, Colchester.

- *Sit down, Matt, for what I am about to tell you may not only shock you, but will make you out to be a completely gullible git in front of some 90,000 people. Did you notice what month this issue was? Yes, April. And what day is April the 1st? Yes, April Fool's Day. CRASH was playing a sad April Fool's joke, basically wasting 3 pages of magazine space. And who was the muggins that fell for it? Yes, you! It was so obvious! 97% indeed! Firesoft indeed! Stupid, stupid, stupid! SU refrains from such tomfoolery. Although it is a bit of fun thinking up and writing it, opening and answering all the enquiries such as yours most certainly isn't. So, congratulations on being Git of the Month.*

MISSING MOLES

Dear Al, I am stuck here in my bedroom grieving over the loss of my Monty Mole games. You see, last week I was listening to the SU Music Top Ten, when suddenly an unusual object from another dimension sprang out of my tape drawer. Wielding a picture of my sister, he edged forward. I screamed, but the creature zapped me and my Speccy chum and made off with all my Monty Mole games (except Auf Monty). It had a Lada parked outside and drove away into the great blue yonder.
So please, please, please could you send me some games,
Yours Truly,
Fatty Fat Boy, Llanelli ("Khlann-ekhlee"), Dyfed, Wales.
PS. SU is SKILL!



- *Thanks for the piccy of the hideous monster (you sad child). You're not the first to have suffered from such an attack. In fact, there are actually four of these creatures - Rachel, Dominic, Leonard and Mickey - collectively known as the Middle-aged Hideous Kung-Fu Whotsits. They diet on Monty Mole games, except Auf Wiedersehen as this is a well known laxative. There is only one thing that can stop them - the game Teenage Mutant Hero Turtles, so, as we're such caring folks here at SU, a copy of this very game is winging its way to you!*

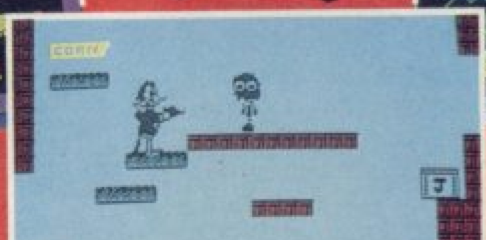
GAME: Count Duckula II LABEL: Alternative MEMORY: 48K/128K TAPE: £3.99

COUNT DUCKULA II





The Duck looks confused, so does the Jack.



Don't look so shocked, it's just a gun.



Hey Count, watch out for the marker.

I've never actually watched the Count Duckula cartoon series on TV, so I don't know a lot about the various characters and stories. However, I do know a good computer game when I see one, and Count Duckula II isn't the best example. It does have a few redeeming features though. Read on.

Von Goosewing (boo, hiss!) has managed to blast Duckula (our befeathered hero), Nanny and Igor into space by attaching a rocket to their castle turret. After dodging all the asteroids, satellites and empty bottles of baby lotion, they collide with none other than the quacking Count's all time hero, Tremendous Terence and - bang, they all crash land on the planet Cute.

This is where you come in. You have to guide the Duck through the planet to find the lightning conductor that fell off his turret during the collision.

The planet's surface is covered in a series of platforms and ledges, some disappearing, some moving, some just standing still being really boring. But (but! But!), as this is the planet Cute, the inhabitants are things like Jack-in-the-Boxes, dolls and teddies. Touching these "cuties" makes Duckula become cuter, and if he ends up completely cute he'll have to stay on the planet. So avoid them!

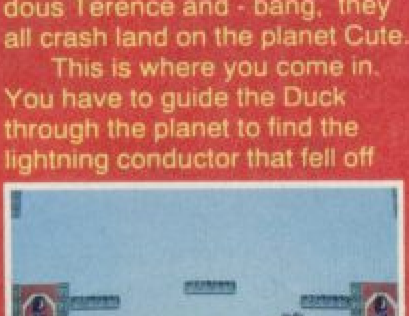
You're armed with a limited amount of tomato ketchup which will temporarily disable the Cuties, but more can be picked up along the way.

There are other things to pick up to make you invincible for a short period of time, and also a wonderful feature where you can get Tremendous Terence to carry you across a screen if you just can't do it! (But you can only do this once so use sparingly!) There are two difficulty levels (easy and hard), but all these do is change the number of lives you have (20 on the easy version, 8 on the difficult).

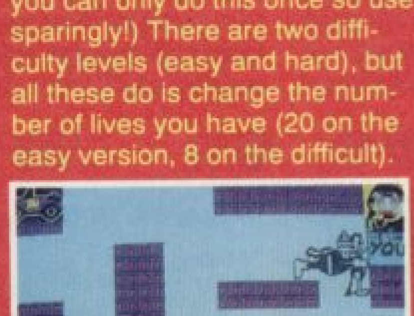
Aiieee!! What happened to the graphics? They're virtually monochrome, very simple and very flickery. If this is intended to be a take off of the old black 'n' white Hammer Horror movies it succeeds. But at least they're clear.

The playability is flawed by the lethargic and sluggish controls, plus the fact that you only have to fall through about a quarter of the screen before you die, making the game a pain to play. (Sometimes you land on a platform only to lose a life because it was one pixel below the tiny amount you're allowed to fall).

Count Duckula II is not completely ruined by these faults though, and there is quite a bit of entertainment value stored away inside it and the storyline is quite amusing. However I can only recommend it to those who are fans of the TV series or are true platformer fanatics.



Aggh! She's so cute.



Tremendous Terence carries the Duck.



Garth

Count Duckula II does play slowly and jerkily, it does have suspect collision detection, but it is quite an entertaining way to spend a couple of hours (if you can stand the frustration!) Whether it'll last longer than that will depend on what you think of it. Here at SU Towers, we'd gone back to Seymour after half an hour.

scores

GRAPHICS	69
SOUND	35
PLAYABILITY	68
LASTABILITY	63
OVERALL	64%

Marc Richards

Not the worst platformer I've seen, but certainly not the best! If you like silent, slow, basic, dated, unresponsive, annoying games, get it! It's not completely bad though, there a few nice and funny touches. However far and few between.

SERGEANT SEYMOUR





GAME: Stuntman Seymour (Super Star Seymour)
COMPANY: CodeMasters
OUT: December 1992
£12.99 on Compilation Pack.

Everybody's favourite blob of lard is back. Again. Yes, ladies and gents, Seymour has returned, but not for another puzzley-platformy-Dizzy style game as in this month's Wild West Seymour.

Remember Super Seymour at the beginning of the year? That rather spanky Bomb Jack clone was Seymour's first step into the world of the arcade adventure genre. And now he's stepping back... In style it would seem.

Stuntman Seymour is another arcader, and involves our fine, fruity friend playing the part of an, er, stuntman in his latest movie. Armed with a limited number of bombs, shaped like apples (they ARE apples. Ed), Seymour has to work his way around the film set shooting various baddies while executing extremely dangerous leaps off high buildings.

The baddies are a bit of a mixed up bunch. On the first level they're all gun toting gangsters or evil red indians while on later levels they include not only the above but skiing bad boys and mini dragons too, among others.

When a baddie is killed, he leaves behind a variety of different power-ups, from extra bombs to extra points. However, touch a villain or get shot by one and you die, thus ruining the plot of the film, meaning you will have to shoot the take again. Cock it up five times and the director will get so fed up that he'll go out and hire another young hopeful to be the stuntman instead (like Dizzy, Little Puff or CJ). This idea is a bit of a chip off Codie's old Stuntman Simulator. Stuntman Seymour looks quite promising, and should be yet another success for the buttery blob. The funniest thing about Seymour is his amazing versatility - but I suppose that's what cinema super stars have to be.

Like Sergeant Seymour, another up-and-coming Seymour arcader, Stuntman will first be released on the Super Star Seymour compilation coming out just before Christmas. Here at SU Towers, we can't wait for this cool collection to arrive (and neither can the Speccies!). It looks as though SSS is going to be top quality stuff.





GAME: Cue Boy (Super Sports Challenge)
COMPANY: CodeMasters
OUT: November 92
£12.99 on Compilation Pack



CU BO

There's a new five-pack sports game compilation on the way from the Codies - Super Sports Challenge - priced £12.99. We don't as yet have full details on all of the five games included, but we can tell you that one of the sims will be a brand spanking new snooker and pool 'pot 'em up'! Cleverly titled Cue Boy - the latest in a long line of recent Speccy releases of the genre.

We've had 3D Pool re-released by Kixx, American 3D Pool from Zeppelin and Championship 3D Snooker, also from the Zepps. They were all excellent titles, and they all had something in common. Yep, they included 3D view options, possibly the best way of viewing a game such as snooker or pool. And, though all of them are different in style they work very well indeed.

Cue Boy returns us to the world of bird's eye viewing for a change. Is this a good

STUNTMAN SEYMOUR







NAME: Sergeant Seymour (Robot Cop)
Company: Code Masters
OUT: November (Super Star Seymour) £12.99 on compilation

Robert Di Niro is an amazingly versatile actor. He gained stones of weight to play Jake Lamotta in Raging Bull, grew his nails to an amazing length to play Louis Cifer in Angel Heart and went on a restaurant management course to open his own in New York. Well, like Rob, Code Master's Seymour is showing his amazing versatility in a variety of roles too and they'll all be available soon on the Super Star Seymour compilation.

Yes Seymour's certainly flavour of the month these days. He's got a traditional Codies/Dizzy style adventure (Wild West), an arcade platformer (Stuntman) and now an arcade maze game - Sergeant Seymour, also known as Robot Cop.

Sergeant Seymour sees our fat friend in even smaller guise than we last saw him in Super Seymour, though his feet have increased in size totally disproportionately. the basic idea behind Sergeant Seymour is that he's a normal cop on the job, tasked with apprehending or killing a variety of escaped criminals with a gigantic extendible hand that's even bigger than his feet. It's just as well it's that big though 'cos the criminals - who vary from Pacman blobs to penguins, crabs and spacemen are fast moving and tough.

There will be five arrest zones in the game and a total of over fifty screens, with each screen representing an individual playing level. To get rid of an enemy Seymour must grab him and fling him against a wall. Once destroyed the criminals release various power ups which make the game more interesting. These include a speed up, death rays and a 'police up' icon which turns Seymour into a real robot cop, complete with flashing light on his head.

Sergeant Seymour is a very simple game formula which looks rather dated in concept but is still a lot of fun to play. The levels will naturally get progressively more difficult and it looks reasonably addictive. Based on what we've seen already this Super Star Compilation looks as though it's going to be a hit. Watch out for more news soon.

UE OY



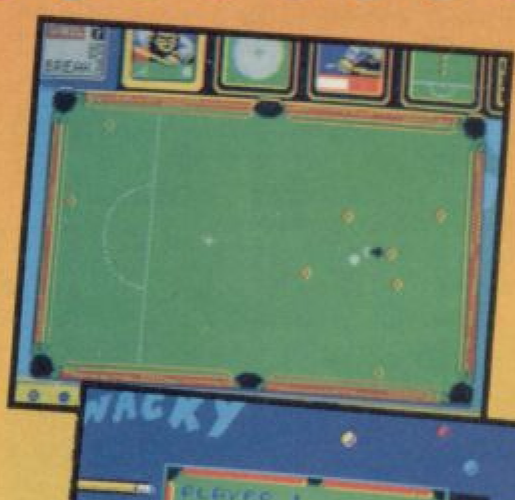
idea though? Will the game lack that extra refreshing angle that the more recent sims have had?

It's early days yet, but unfortunately Cue Boy just looks like any old green baize sim (and I mean "old"). You can choose to play either a pool or snooker tournament, either in two-player mode or against one of five computer opponents with differing skills and abilities. It does have a few nice touches though.

After you've taken a shot, a little man (Cue Boy, I assume) runs onto the table and smiles (or frowns) depending on how good he thinks your last shot was. Nice touch, that. At least it's original.

Code Master's very own Reggie Loud (never heard of him before) is the commentator, providing hints, instructions and comments in his own special way (ie. waving his arms around with his mouth wide open and blinking his eyes so hard that you'd think he was trying to squash them).

As I said, Cue Boy will first be released on the Super Sports Challenge album. We'll bring you news and previews of the other games on the pack, original or re-released, in future issues leading up to the release in November. As for Cue Boy, it looks a bit dated to me, but we shall see...





COIN OPS

More shoot 'em up and beat 'em up action in Coin Ops this month as Gary Harrod gets to grips with the latest batch of Ops from Taito, supplied by ElectroCoin. Gangster action and Arab antics abound. Read on...

DEAD CONNECTION

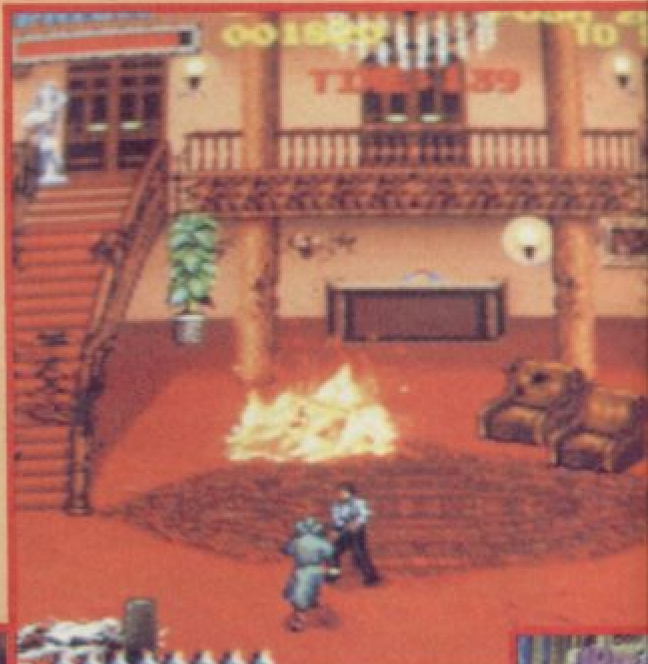
Taito

Not, as you may think, a game about a Telecom engineer and his fight to fix the 'phones of the world, Dead Connection is actually a gangster-based shoot 'em up, set, not surprisingly in the Roaring 20s. You (and up to three friends) play the part of a special FBI agent on the trail of a vicious mobster. All that stands between him and arrest is his gang of millions of heavily armed hoods.

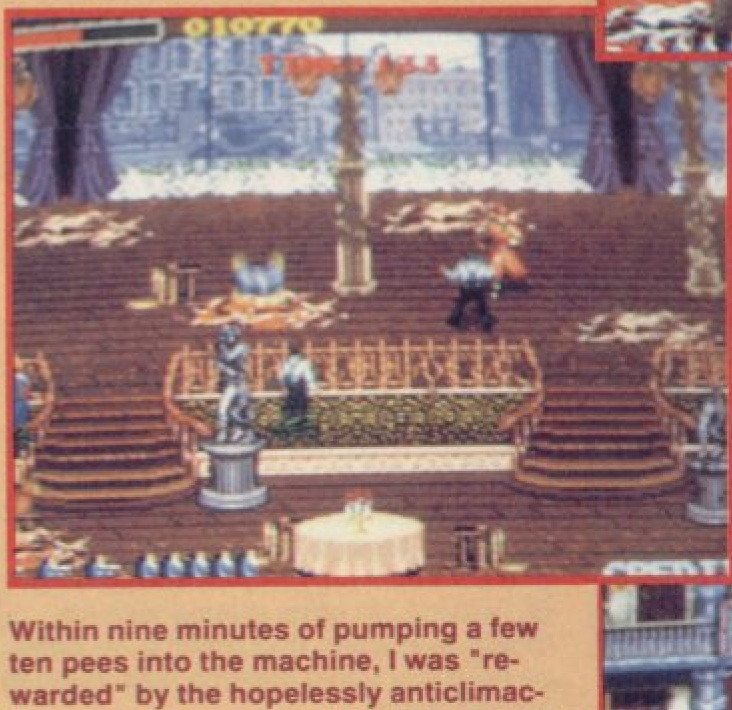
Still, the FBI remain undaunted in the face of certain death, having faith as they do in the high powered weaponry supplied to them by the US Government. Should their pistols not prove to be enough, however, our heroes can pick up extra heavy weaponry revealed by shooting up the destructible scenery. All the other usual power-ups are there too, extra points, extra energy, lives and so on.

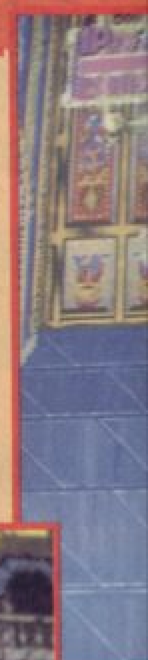
Dead Connection is very reminiscent of Smash TV, placing the small character sprites on a single screen and having hordes of opponents swarming in from all directions ready for a good shooting. Each character has a full circle of fire, and can cower behind the scenery to protect themselves, although the enemy are just as capable of blowing it up as you are! Just about everything in the game can be shot in fact, cars, walls, people, balconies, windows, the lot, and it's also possible to interact with all the doors and stairs and such, seeking out new avenues of death and destruction in cramped rooms and even theatre stalls.

Dead Connection is certainly fun to play. The massive overdose of death is enough to get even the most pacifistic peace-loving among you screaming for blood in a matter of minutes, but the problem is that the game only lasts a matter of minutes if you're any way good at it.



▲ Small sprites but superb graphics... Dead Connection.





Hmm... looks like a scene from the Untouchables. ◄ Where's AL.



▲ Wow, love the swimming pool.

Within nine minutes of pumping a few ten pees into the machine, I was "rewarded" by the hopelessly anticlimactic end of game screen! If death is your bag and you're not such a hot arcadester, Dead Connection is for you. It's worth a look anyway because it is fun to play, but don't expect to have it dragging you back to the arcade for another go.

Addict Factor 80



▲ Nice car Mr. Cadillac.

ARABIAN *Magic*

Taito

Aaaiee! A pack of vicious Arabian mythical figures have gone and declared war on all the normal people of Baghdad and it's surroundings (no no Saddam Hussein unfortunately 'cos this is set in the middle ages in the time of Sinbad the Sailor not the time of air exclusion zones). They've also kidnapped the sole Princess of the land to boot! What's a guy to do? Well, if you're one of the heroes of this new coin-op, you'll most probably grab your trusty turban, sharpen your scimitar and set out to right the wrongs and save everyone, which is exactly the idea of Taito's newie.



▲ Sinbad's flaming sword will triumph over all. (Not!)



Aieee! It's the four handed swordsman of Arabia. ▼



Arabian magic is a pseudo-3D horizontally scrolling slash 'em up featuring the usual foursome of characters - a muscle-bound hero with a big sword, a girlie female who screams a lot and is armed with what looks like a silk scarf in this outing, a big, strong, ugly fat bloke with a morning star and a sleek young Arabian ninja with his ninja sword in this case.

At the end of each level, the crew fight an evil Genie, and should they beat him, he will join their quest, being sucked down into a magic lamp. Then, when needed, one press of the magic button unleashes the enslaved being from your lamp, ready to help them by acting as a smart bomb. You can store up these genies so that you've got a few for some of the more difficult enemies. There are several different types of genie too - one traditional lad with a turban, a four armed green swordsman, a Dhalsim (out of Street Fighter 2) like yoga master and a set of shadow main characters.



▲ Will he go across the logs of doom?

The usual reason for the choice of four characters in a two-player arcade game is that each has different abilities, although sadly all the characters in Arabian Magic have much the same - except for the girlie who shoots things (don't ask me what they are). Come to think of it, all the action is much the same too. Yes, Arabian Magic is another lower-quality Golden Axe clone.

The sprites are rather small, generally look blurred and aren't too detailed. The backgrounds are colourful and fit the game very well but aren't very impressive compared to other recent releases. Also the screen "depth" is very badly worked, allowing the characters to take some unusual trips upstairs in one level!



▲ The fat guy with the morning star winds up for a shot.

The big problem though, is gameplay. This sort of thing has been seen many times before, and Arabian Magic just has nothing new to separate it from the hordes of other Golden Axe clones out there. It's fun to play but not in the long term, the best part being when you release your genie - his laugh will have you wetting yourself.

However, all the action boils down to is rapid button bashing, there's really no element of skill in playing it at all. I'll say it again the best thing about Arabian Magic is the laughable speech and sound effects, because sadly, they're the only things to alleviate the problem of over simple gameplay.

Addict Factor 76



▲ How to negotiate with a genie. Simple isn't it.

scores	
GRAPHICS	78
SOUND	65
PLAYABILITY	76
LASTABILITY	79
OVERALL	77%

Ed Laurence

Not my top tip of the month. S.T.U.N. Runner is a good concept but doesn't convert well to the Spectrum, leaving a rather empty game with not much playability or lastability.

S.T.
Ru

In the grimy Cyberpunk future of earth, there is only one way out for the poor kids - driving their hugely expensive turbo sports skimmers around stunt tracks. Yes, it's a hard life when you're on the streets, and the true desperation is embodied here in S.T.U.N. Runner.

The object of these races, the so-called Ultimate Challenge, is to hare around a series of twisting and twining tunnels at top speed, avoiding the obstacles in your path and shooting any enemies who get in your way before your time runs out. Complete all the races and you are crowned Grandmaster of Flash (or something like that).

Of course, only the best drivers can get the hang of controlling the ultra-light skimmer at MACH 1000000, much less grasp the essential con-





These villainous dastards include 'Trains', who speed along the bottoms of tunnels, requiring clever banking to avoid (which doesn't mean taking out a TESSA account). cept of banking high up the walls of the cylindrical tunnels on energy turn. Then, of course, there are the obstacles, such as wreckage and debris in your path. On top of this there are a number of evil enemies more than happy to add to your chances of demise.

'Mad Cycles', which are superfast bikes prone to rapid braking, especially when they're right in front of you, their small size makes them difficult targets. 'Drones', slow moving intelligent objects who try to block your path. And finally 'Mad Flyers', light aircraft which zoom overhead raining

GAME:SUPER MONACO GP LABEL: Kixx MEMORY: 48K/128K TAPE£3.99

SUPER MONACO G.P.

scores	
GRAPHICS	86
SOUND	72
PLAYABILITY	82
LASTABILITY	84
OVERALL	84%

Steve Keen

Wey, hey dudes this is a bit of all right. Super Monaco may well have been one of the most famous and longest lasting arcade machines around and this Spectrum version is a good imitator. Worth having if you're a formula one fan.

And... Here... Is... The... New... Racing... Title... From... US Gold." So spake the famous Murray Walker when his complimentary advance copy of USG's conversion of the Sega hit coin-op Super Monaco GP plopped through his letterbox.



Tina

I get a bit lost behind the wheel of a car 'cos I've only got an Austin Allegro. But I still manage to almost break the speed limit on the M25 (Tina's mother's car space is 25 feet long). On the subject of Super Monaco GP I rather liked it. It gave me a feeling of power which a 20 year old Austin engine could never provide.

Once again it's time to don your helmet and leather guard your loins for a speed-packed fun-filled romp across the major race circuits of the world. Take control of a really big, stupidly powerful Formula 1 car and thrash it about to your hearts content without fear of serious injury (unless you sprain your wrist with a particularly enthusiastic joystick movement).

Not only does Super Monaco allow you to compete against some top drivers, but it also gives you the choice of three cars in which to do it! Four-gear automatic is the best bet for beginners, allowing you to get the hang of the controls and courses without having to bother with remembering to change gear.

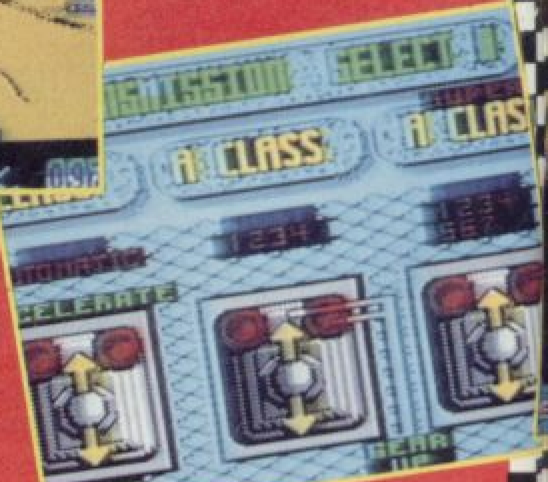
Four-speed manual is the next step up, with manual gear changes being necessary, but still only four gears so things don't get too complicated. Manual gears also provide greater speed than their automatic counterparts. The final choice of gearbox is the ultimate seven-speed manual. This provides enormous speed and acceleration (providing you get all your gear changes right - otherwise you're in the soup).

Super Monaco GP is easily one of the most famous arcade games ever, breaking ground as it did in the fields of realism and graphical excellence. The arcade machine was also about twenty billion times more powerful than the Spectrum, which you might think would be the downfall of this conversion.

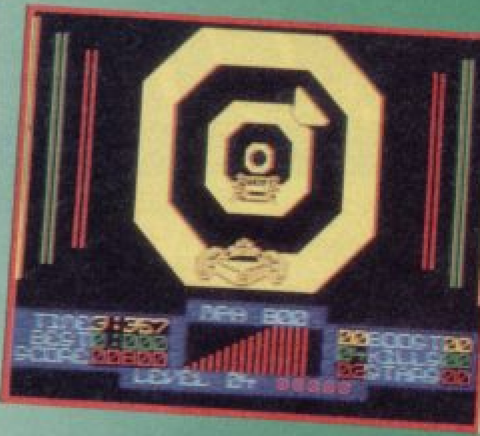


However, Spectrum Monaco GP is surprisingly good. Alright, quite predictably it runs slower than the coin-op and it isn't as colourful (it's monochrome in fact), but the handling is responsive and all the action of its ancestor is included, which is all that really matters.

Super Monaco is a busy game with a lot going on and there's plenty here for race maniacs. Fans of the coin-op and go-faster stripe freaks should seek this out.



U.N
ner



bombs and missiles onto the track.

Still, it's not all bad, if you collect the right power-up your ship becomes equipped with lasers, while 'Shock Wave' smart bombs can be activated simply by driving over enough of the guideline stars which litter the course. To stack things further in your favour, there are also 'Turbo Boost' pads, which accelerate

GAME: S.T.U.N. Runner
LABEL: Hit Squad
MEMORY: 48K/ 128K
TAPE £3.99



the ship to such a speed it passes through walls and objects!

The still screenshots make STUN Runner look pretty good, and true, the 3D effect is pretty well drawn. The only problem is that the slow speed of the game spoils the effect and results in it becoming somewhat jerky. This sporadic tic in the movement also puts the gameplay on a downer, it makes the skimmer hard to control and it's not exactly responsive at the best of times.

Still, the main criticism is that S.T.U.N. Runner was only ever an enjoyable arcade game because of the awesome speed and excellent graphics. Once those are stripped away, as they are here, then the true emptiness of S.T.U.N. Runner's gameplay becomes apparent. Not bad for the price, but there are better budget buys out there.





Garth

S.T.U.N. Runner mainly falls down in the playability stakes. It's just too slow and jerky to be really attractive. That said it's not a bad game in concept and fans of the original will like the look of this if not its playability.

scores	
GRAPHICS	81
SOUND	69
PLAYABILITY	82
LASTABILITY	84
OVERALL	83%

Ed Laurence

Spiffing road racer based on the Tengen coin-op of the same name. A Good, fast paced combination of racing game and shoot 'em up that'll keep you coming on back for more.

GAME:Badlands LABEL: Hit Squad

BADLANDS

MEMORY: 48K/128K TAPE: £3.99

Ooh, those gritty future realities do get into the spots other genres just can't touch, don't they? Everywhere you look... At books, comics or films, there's some bloke dressed in grey with a dull metallic road car and a big gun. Not even your Spectrum is safe from the onslaught of these post-Mad Max road warriors. And to prove it the coin-op Badlands has now been released at a fine budget price.





Badlands is the follow up to possibly the best race game ever from Atari, Super Sprint (well, the best one which includes the words "Super" and "Sprint" in its title anyway). This game saw a three-quarters overhead view of a race track, with four cars, each one a different colour, haring around trying to complete four laps of the circuit before anyone else. Badlands is the logical (???) progression, casting the sport into the far future, probably after a holocaust or something, and gives the drivers guns, armour and a death wish.

Now the object is not just to beat your opponents to four laps, but also to beat them to a pulp in the process.

However, all this technology does not come cheap. In order to buy new weapons or shields, or even standard gear such as acceleration or higher speed, you need to be in possession of at least four golden wrenches. These wrenches are found at random points on the course, although no more than one will appear per lap, and extra bonus wrenches are earned by breaking course records and top lap times. Extra missiles can also be found by blowing up some of the destructible scenery around the tracks.

Badlands is quite a fine conversion of a coin-op which is knocking on a bit now but has still lost none of its appeal. There is still the all-important two-player mode (one player on joystick, one on keys) which improves the fun no end, although it might have been fairer to have two joystick players.

Graphics are good despite the small sprites and there's some nice colour, while movement is smooth. Sound is fair enough, nothing to get excited about but nothing too dire either.

Badlands is quite a speedy and highly enjoyable racer the like of which has not been seen since the original Super Sprint. At budget price, there is no reason to miss out on this (unless you've already got it).



Alan

Welcome to the order of the Golden Wrench! Bit too complicated for me. My fave race game is still Chase HQ and nothing has changed my mind so far. Badlands is a different animal though and although the graphics and game speed are pretty good it didn't retain my attention as much as it did Ed's.

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ARCADE MASQUERADE



Just about everyone I know has gone into an arcade at one time or another and wished that they could bring one piece of apparatus home with them. Well with Monnerret you've got your chance to take home three. The cunningly designed table actually houses a table football game, speedy hockey, table tennis and can even convert into a hobby desk. All the accessories of bats, pucks and balls come with the device and there are simple instructions provided for construction. An excellent idea that's easily storable when not in use. Start saving or get your parents wad out for an early Christmas present now.

Price: £69.99

DIS'NEY MATTER

I, for one, have wanted to go to Disney Land since even before I was old enough to pass water in a Pampers! Even though they've recreated the Disney experience less than a few hundred miles across the channel I'm still no closer to going than I was when I was trapped in my walking frame. (Neither is Garth 'cos he moves about on a zimmer frame.) So for all you dreamers out there who, like me, can't afford the expense or just don't like French people, settling down to a game of Euro Disney is the next best thing.

Price: £19.99





THE LAST BOY SCOUT



Restriction: 18

Price: £10.99



There are some Philistines out there who think that Bruce Wills can't act, and I'll admit to being one of them. Although there's no denying that his partnership with Sybil Sheppard in the TV comedy series Moonlighting was excellent I'm more inclined to think that the credit for the success of that program deserves to go to the director and script writer rather than Bruce.

Anyone who's seen any other examples of Mr Willis's work, except for the Die Hard series, will know what I mean. Fortunately for us he teamed up with yet another new director for The Last Boy Scout; Tony Scott, of Top Gun and Days Of Thunder fame who's managed to turn it into of the best action movies I've seen recently.

Bruce plays the part of an ex Secret Service agent, Joe Hellenbeck, who's hit skid row. He teams up with a former American quarter-back, James Dix who's been thrown out of the game for alleged drug abuse (what a pair!) When Dix's girlfriend and Hellenbeck's client are murdered the two are thrown together as unwilling partners to bring the killer to justice.

Every single ingredient for a brilliant comical thriller can be found in this film with some excellent stunts, gags and one liners in the mould of the Beverly Hills Cop movies. Willis is extremely confident in his role and exercises his boyish charm to the full as they dive head first into twist after twist in the story's plot.

Extortion, blackmail, murder and sports - what more could you want from a film except a ton of laughs? Don't miss this whatever you do (provided you're over 18) and if you buy it now you'll save a fortune on rental fees because you're guaranteed to want to see it again and again.

VIDEOS

The SU Clapperboard: Remember that this clapperboard represents the dizzy heights of critical acclaim for videos. Mr. Checkout will clobber anyone who says different, so we're not arguing with him. No sir! The ratings go like this: 1 - Complete rubbish. 2 - Verging on rubbish but with one or two redeeming features. 3 - Now we're entering the realms of 'good'. 4 - Definitely worth a look, no doubts, no regrets. 5 - Absolutely wicked. Forget about eastenders, watch this. Steve has been known to take small bribes but in general everything is his honest opinion.



CH
O .





GOLFING GREATS

Now this one's going to be as popular with the old as with the young. There can't be a dad in the land who hasn't fancied himself as Nick Faldo at one point in his life. Well, here's the chance to find out what sort of stuff you're made of. It's a complete all in one golfing set that won't make you lose your balls or even force you out of doors if you don't want to go. The set comes complete with 2 clubs, 2 putting balls, putting ring and flag, tee-ing off mat, two tees, upright target for driving and 2 velcro covered balls. Simply smack the balls into the target and assess your accuracy as the special balls stick to it's surface awarding you points. It's great fun and perfect for young beginners with a hopeful golfing career ahead of them. Watch out for the lighter or more delicate items of furniture though.

Price: £19.99



YOU'RE IN THE MONEY!

This message goes out to the parents amongst you. If you want your nippers to realize the value of money, because you're fed up of having to pay out for the latest five minute trends, there's no better way of letting them learn than by purchasing this game for the family to play. You can let them spend wildly and gamble outrageously in the safe knowledge that it's all make believe money.

Rather than accumulating piles of cash the idea is to get rid of it and the first person to lose a million wins the game. Now try and make them do the same thing with their pocket money! (Not!)

Price: £15.99



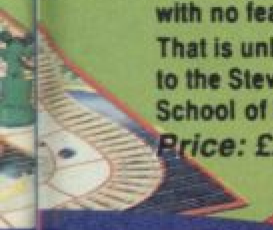
Visit the Magic Mountain, the Pirate Ship or take a ride on the Space Shuttle this enterprising board game is tailored for all ages, but remember to let the fogies win occasionally or they might lose interest altogether.

DUAL REMOTE

We've featured more than our fair share of racing and remote controlled cars in Checkout over the months, but the problem with most radio controlled vehicles, unless you want to spend oodles of cash, is that they all use the same frequency to operate on. So if you and a friend want to have a race you'll find that the two of you will constantly interfere with each other's automobiles.

Now there's a perfect solution for all you Nigel Mansells in the form of High Performance Racing. These battery operated remote control cars can be raced against each other with one person taking charge of the Porsche and the other the Corvette with no fear of accidental collision. That is unless one of you went to the Stevie Wonder School of Motoring!

Price: £20.99



BOARD BOARD BOARD!



Everyone has seen the computer version of Space Crusade, and darn good it is too. Well, unfortunately it doesn't matter how good the silicon version is you just can't replace the hands on feel and realism that the board game, with its 3D molded figures, gives. Each set comes complete with interchangeable scenery and loads of figures including huge ED209 type mechanoids ensuring that no two games are ever the same. Fend off alien attacks in the far reaches of space... Space Crusade offers all the magic of Heroquest in a futuristic setting.

Price: £20.99

JFK

At the risk of being over dramatic with the video coverage this month I've included Oliver Stone's JFK. The acclaimed director has turned his hand to most aspects of American history, in particular Vietnam with Born On The Fourth Of July and First Blood, the movie that started Sylvester Stallone's meteoric rise to fame as the underdog ex Vietnam vet John Rambo. In an attempt to catch up with the times Stone is starting to aim his lens closer to home with his recent filmography about the Doors. Although it's widely accepted in America that Lee Harvey Oswald shot and assassinated John Kennedy the man never went to trial having been murdered himself on the court room steps by a Las Vegas night club owner. An increasing amount of evidence has since been unearthed to suggested that the President was actually shot by more than one person from different positions and the supposed shooting from the library window, where Oswald was arrested and a rifle allegedly found, never took place.

This is Stone's version of the story and for it he draws together an impressive cast headed by Kevin Costner as the district attorney from New Orleans, Jim Garrison, who at the time was one of only a few who dared to suggest that there was some kind of government cover-up and conspiracy.

The events of that day will probably never come to light and many of the documents are still locked away marked as top secret, but little in the last 29 years has conjured up so much mystique or required so many questions to be answered by the American people. A compelling story and a great film, but it's important to remember that for all the questions answered and implications made there are at least half a dozen other theories.

Restriction: 15

Price: £13.99







THELMA AND LOUISE

This is the much published and controversial story of two bored housewives who take to America's highways to get away from it all and inject their lives with some much needed excitement. Whilst embarking on a three day fishing trip the two get involved in events that go way over their heads and are forced to go on the run after committing a series of serious crimes.

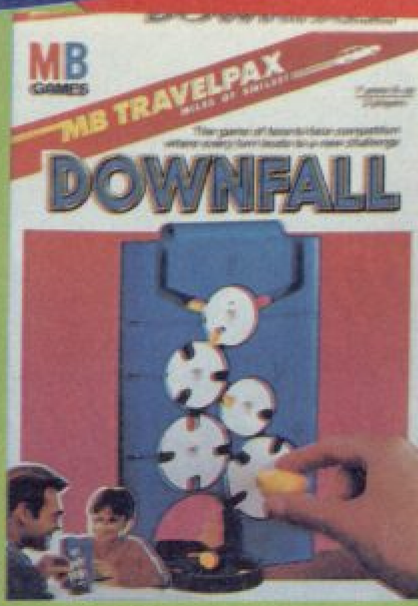
The film was initially met with astoundingly mixed reviews with some critics feeling that a buddy-buddy movie involving female bonding was well overdue and subsequently giving it the thumbs up and others condemning it as little more than anti male feminist rubbish. Whatever your opinion mine is that it deserves a viewing, but by no means deserves the attention that it received upon release.

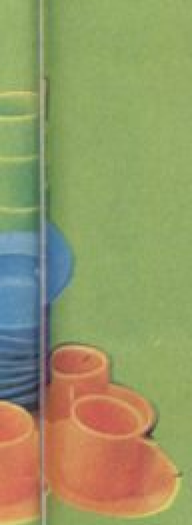
A rather average tale that no doubt will be one of those films that will be remembered for what other people said about it rather than what it said to the world with its content. Taken at face value Thelma and Louise has little excitement, but possesses an underlying message that is stronger than it's script. Pretty good acting though!

Restriction: 15

Price: £10.99







COMBINATION SENSATION

One of my all time favourite games has just been released in a travel format. Downfall is a puzzle game of skill and patience as two players pit their wits against each other in a battle of the brain cells. Each player takes it in turns to turn the cogs and accumulate their coloured counters into the right side of the wall and the correct tray to win. Sounds easier than it is, you'll be playing this well into the night as long as you've got a torch handy in the back of the car. Ideal for planes, trains and smart Alecs with big brains.

Price: £12.99

A LONG STRETCH



A very strange game indeed. Stretch-Out-Sam is a waiter with extraordinary talents. Just load up his serving tray with all your dirty dishes, plates, cups and saucers, press the button on his back and watch as his arm extends upwards towards the ceiling. Sam's arm extends to a full 55cm and the higher it gets the more unstable the crockery becomes. The first player to get rid of all their crockery without dropping it wins, but remember Sam's a professional stunt waiter with years of experience behind him so don't go trying this trick with your mum's best crockery at home!

Price: £11.99

next month



OCTOBER COMPETITION

Code Masters have just obtained the rights to Turbo The Tortoise from the now defunct Hi Tech Software and, well, a big hurrah for them - It's a top game and well worth a look. As usual however good old Codies have far too much money in the bank and, not really knowing what to do with it, they've decided to give away another heap 'o Dizzy gear in the world's best Spectrum mag. All you have to do to win quality Dizzy t-shirts, clocks, bags, badges, games 'n cards is send us reeling to the toilet with laughter at your incredibly witty captions for the next month picture above. Just fill in the speech bubbles or (if you don't want to rip up your SU) write your answers on the back of a sealed envelope. Then send it to 'Next Month October Comp', SU, Priory Court, Farringdon Lane, London, EC1 3AU.

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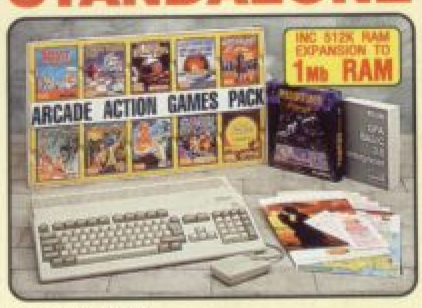
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